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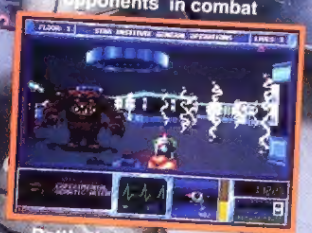

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COMPUTER GAME REVIEW and CD-ROM Entertainment

C> INITIALIZE

GAME OVER?. . .

"As a gamer, I expect to be rewarded for finishing a game. Games that offer no congratulations at the end leave the gamer flat, especially one that requires a lot of time and effort. I can remember how disappointing it was to reach the end of Time Quest where there was nothing much to indicate the amount of trouble one went through to win. Even something short is better than nothing. For example, the end of X-Wing is short, but cool to see. Eric the Unready has just a picture or two, but it ties off the story. Spear of Destiny had a few new shots and some text that gives you an idea of what happened next."

As a reviewer, I'm in the privileged position of seeing a lot of software. After reviewing, there are a few games that I will continue to play because I like them. Recently, one such game for me was Syndicate from Electronic Arts. The game had just about everything I could hope for; an easy control scheme, lots of action, a cool story and some intrigue. So, I played it and played it until I finished. As I completed the last mission, I was struck speechless.

There was no ending to the game.

I was disappointed, to say the least. Here I had taken over the entire world in about 250 game days, wiped out my enemies and usurped the minds of the globe's population and there was no reward. Where was my picture of my success as I ruled the masses? Where was the graphic showing the bodies of the enemy syndicate leaders piled before my throne? Where was my congratulations? In short, nowhere.

I hadn't expected this, because I figured with the quality of the game and the intense introduction, that there would be at least something at the conclusion. This does happen every now and again, but even once is too often.

As a gamer, I expect to be rewarded for finishing a game. Games that offer no congratulations at the end leave the gamer flat, especially one that requires a lot of time and effort. I can remember how disappointing it was to reach the end of Time Quest where there was nothing much to indicate the amount of trouble one went through to win. Even something short is better than nothing. For example, the end of X-Wing is short, but cool to see. Eric the Unready has just a picture or two, but it ties off the story. Spear of Destiny had a few new shots and some text that gives you an idea of what happened next. This is important to the game player, since it ends the gaming experience, much the way that the last few minutes of a move or the epilogue of a book ties off the story.

I don't want to just single out Syndicate, because regardless of what happened (or didn't happen) at game end, I still had a great time playing it. It's still worth going through the game a couple of times, and ending or not, the game play is still cool and the intro is still impressive. The problem is that I was left with a sour taste in my mouth concerning the whole experience of the game.

Game designers, please take note. If any player cares enough to go through a game all the way to the end, there ought to be something there beyond a credit list to thank the player and reward them for a job well done. It may take some extra time and some extra disk space, but it's time and space well spent. Games that don't have an ending don't feel quite finished, and the player wonders what all that time was spent playing for. At least, I wonder.

STEVE HONEYWELL
Editor

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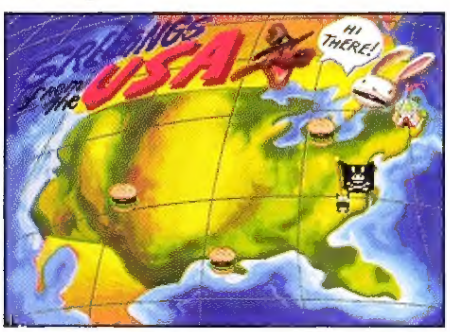
CGR CONTENTS

CGR FEATURES

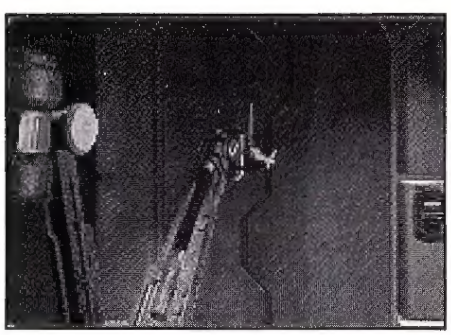
Initialize 4
Postage Due 8
CGR Reviews 12
Add-Ons and Accessories 54
Computer Confidential 56
Fandom Central 58
In The Works 60
Q & A With the Game Doctor 62
CGR Previews 64
CGR Strategy 78
CD-ROM Showcase 90
Game Over 98

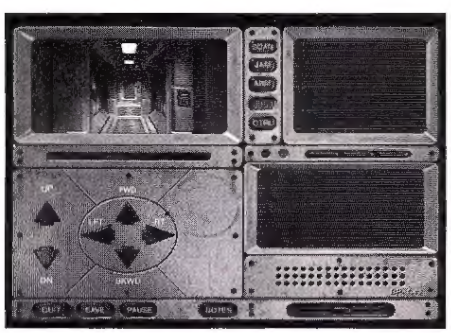
Battle evil creatures and take over the world with Warlords 2! Page 20

The challenge heats up When Two Worlds War! Page 30



The U.S.A. has never looked weirder, thanks to Sam and Max. Page 64





A derelict ship provides intense action and excitement in Iron Helix! Page 92

Virgin and Papyrus bring racing to new heights! Page 71

CGR REVIEWS

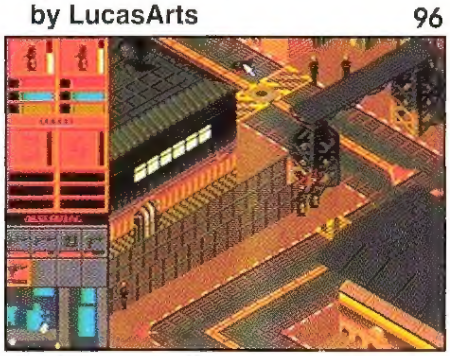
Flashback by SSI 12
Clash of Steel by SSI 16
Ashes of Empire by Gametek 18
Warlords 2 by SSG 20
The Legacy by MicroProse 22
Return of the Phantom by MicroProse 24
Railroad Tycoon Deluxe by MicroProse 26
Pirates Gold by MicroProse 28
When Two Worlds War by Impressions 30
Cohort II by Impressions 32
Crime City by Micro Mysteries 34
Wayne's World by Capstone 36
The Lost Vikings by Interplay 38
CrossWire by Silver Sun 40
Take•A•Break Pinball for Windows by Dynamix 42
A320 Airbus by Thalion 44
Tornado by Spectrum HoloByte 46
The Seven Cities of Gold 2 by Electronic Arts 48
Desert Strike by Electronic Arts 50
Blue Force by Tsunami 52

CGR STRATEGY

Syndicate by Electronic Arts 78
Rules of Engagement 2 by Impressions 82
Day of the Tentacle by LucasArts 86

CD-ROM SHOWCASE

Jazz: A Multimedia History by Compton's New Media 90
Iron Helix by Spectrum HoloByte 92
Eye of the Beholder III by SSI 94
Day of the Tentacle by LucasArts 96



Can your agents take over the world's underground? Page 78

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X-Wing Opinion 1...

Dear **CGR**:

In the July issue of **CGR**, you printed a letter from Jim Corbin about what he referred to as the "hideous" difficulty of several of the X-Wing missions. I am in complete agreement with Mr. Corbin on this point. In fact, I consider X-Wing to be a great "lost opportunity" of computer games to expand beyond the "games for nerds by nerds" mentality that was mentioned elsewhere in your July issue.

Certainly, the game is a tremendous commercial success. If you have any sales statistics, I'd love to see them, but my suspicion is that this will end up being one of the best-selling games of all time. And, with few exceptions, it seems to be a big hit with reviewers as well.

But X-Wing is, at least in my opinion, a lost opportunity because the people at LucasArts designed it not for the millions of Star Wars fans who have kept the flame burning for the past fifteen years, but for the hard-core game players who have been playing SWOTL, Falcon 3.0 and Wing Commander II for years.

Or, as some people might say, it is a "game for nerds by nerds." X-Wing is the first game I have ever played and it does not particularly encourage me to buy more. I appreciate that people who are very experienced with games and like a real challenge may enjoy this game, and I'm happy for them. And, I understand that the major new games have to appeal to advanced players in order to be commercially successful. But if Origin can build a "level of difficulty" control into Strike Commander, why can't LucasArts do something similar with a game that obviously appeals to a much wider audience?

Please don't misunderstand. I still think that X-Wing is a spectacular game. I have a great deal of admiration for the talent and hard work it must have taken to create it. The graphics, music and sound effects are stunning. And I really like the game's progression from the training and historical missions into actual Tours of Duty.

But there are just too many elements of the game that require the player to be perfect. Unfortunately, this game, which is seemingly designed for experienced hard-core gamers, has a built-in appeal to a large audience of non-gaming people, and I think the folks at LucasArts lost sight of that fact. I see that a tips book has been rushed into print, and there have certainly been many "how to play X-Wing" articles in the game magazines lately. But fixing X-Wing is going to require more than a really good manual. Your preview of the first X-Wing mission disk mentioned that it would contain a program to allow players to play missions in any order. I find that encouraging and I hope that LucasArts will continue in their efforts to make X-Wing (and hopefully, future Star Wars releases) more accessible to less than expert players.

Mike Berdos
Seattle, WA

You've raised an excellent point, Mike. It can be easy sometimes to lose sight of the fact that not everyone has been playing games as long as we have and not everyone has the experience at playing them that we do. A difficulty level would have made X-Wing more accessible for novice sim players as well as allowing gamers to become acclimated to the X-Wing environment. I still think that with practice and frequent repetitions of the Historical Missions, even a novice gamer can tackle X-Wing, but, as you said, a difficulty setting would have helped. Less fighters on some missions would have made the difference between winning and playing it again.

Perhaps LucasArts can see their way clear to putting this feature into TIE Fighter, which should be out by Christmas.

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The CGR Review Breakdown

All numerical scores are based on a 1-100 scale, with scores above 90 indicating a superior effort.

The bar charts at the top reflect how the three reviewers feel the game rates in three different areas. Originality reflects how many new concepts are utilized in the game. Playability indicates how easy and fun the game controls are to operate. Intelligence is based on the ideas behind the game, as well as how easy or difficult the game is to play. The manual rating is for the accompanying game material supplied with the game, and includes maps and other playing aids, as well as the manual. Graphics and sound scores show the level of the audio-visual qualities of the game are. The overall score is a combination of the above ratings and the three reviewers' scores.

THE CGR REVIEWERS. . .

Alex: Around the CGR offices, Alex's prowess in conquest/world domination games is almost legendary. He's also earned a solid reputation as a puzzle gamer and one of the better role-players around. Of late, Mr. Rees has been seen quite often trying to defeat Warlords II, and Day of the Tentacle has him going, too.

Rick: Give Rick a cockpit and a joystick and stand back. Easily the most gifted of the reviewers with flight simulators, Rick has also been known to get hooked on adventure games and a few of the better sports simulations. Speaking of sports, he's been playing the latest version of Indycar Racing a lot, and he's also been working on finishing the latest Tsunami game, Blue Force.

Steve: While his favorite games tend to be military simulations and action titles, Steve claims favorites in virtually every category. He's never been one for games that demand too much time to learn, but if the game play is there, he'll spend as much time as it takes. These days, he's been playing Warlords II whenever Alex isn't playing it, and Syndicate when Alex is.

X-Wing Opinion 2. . .

Dear **CGR**,

Apologies a) that this was written in pencil and b) if it's a tad incoherent. First order of business; I love this magazine *(and it loves you, too. -ed)*. Your magazine saved me from blowing my money on a mediocre EOTB III.

Second order of business; X-Wing is one of the best games out, but tell Holland and Kilham to go caffeine free, eh? After wondering where they got the names for the large ships in the TOD missions, I figured it out. It started with the frigate Retsub. Ha, ha, it's Buster backwards! Then came the Enna, Erad, Yar and Divad--Anne, Dare, Ray and David. I wonder who those people are. The clinchers were the Diputs (can't argue with that) and *all* of the TOD1 Mission 1 freighters. There were the Orcim and Esorp (eat a proton torpedo for Jump Jet), the Arreis (lasers 4 Larry), the Murtceps (wish I had ion cannons in Falcon 3.0) and the Nigiro (lotsa fun wasting it in vengeance for Serpent Isle).

Last, have you guys got info on Legend's Xanth game? I'm the former Prez and Dictator of the Prodigy Xanth Xone (hiya, Mela) and thus would like to be able to enlighten my faithful.

Any sort of reply will be cherished 'til eternity, or at least until I realize no one's gonna shake my hand.

Alex Benowitz-Fredricks
Mill Valley, CA

P.S. Do you guys pick what letters to publish randomly, because you like them, or because the readers will like them? I think my letter takes all three; you guys'll like it, the readers'll like it and it's pretty random!

*First answer of question; timely reviews are what we do. That's our job. Thus it was in the beginning of **CGR**, thus it is, thus shall it ever be.*

Second answer of question; Yup, I like X-Wing a lot. I never tried reading the names of the ships backwards, though, and I guess I should have. As long as they didn't use my name, it's cool. I'd hate to have to go into a mission where the goal was to blow myself up.

Last answer of question; as you have probably seen by now, we did take a look at Companions of Xanth at Summer CES. Expect a lot of really bad puns and some excellent looking screens from the Legend folks. It should be out by the end of the year, but I can't guarantee you anything. There's lots of games that should be out by the end of the year, but whether they make it or not is another story.

I'll shake your hand. Mail it to me, and I'll give it a good shake and send it right back.

P.S. We pick the letters based on how good of a point the writer makes, whether or not we feel it's able to be answered in this format, the alignment of the planets, my dog's biorhythms and our mood. If you make us laugh, it can help. Does that answer your question?

Poetry in Motion. . .

Hey guys! Come on! Get on the ball!
The title of your magazine does include
CD-ROM Entertainment, right?
Well, then, I can understand your lack of
interest in the SEGA or TURBO CD technology
but when it comes to the amazing 3DO
you've got another thing coming!
Let's face it, there hasn't been much of a
CD jubilee among your pages,
So what better way to light our fires than by
reporting on CD history in the making?
Your magazine is sure a diamond in the rough,
so please continue to make it shine with
updates on everything that has to do with this new
upcoming jewel,
THE 3DO.

Terry Moore
Hollywood, CA

The preceding letter was printed just as we received it; sort of an

extended haiku. A little less punctuation and capitalization and it might pass for e. e. cummings.

Anyway, concerning the 3DO, I'm glad you asked. Please turn your attention to page 56 in this very issue for some late news on this very system. Enjoy!

Boldly Going Where No Game Has Gone Before. . .

Dear **CGR**,

I have a question concerning Spectrum HoloByte's greatly anticipated release of Star Trek: The Next Generation. Would it be financially viable for Spectrum HoloByte to release ST:TNG for a reduced price, such as $39.99? I realize that Spectrum would be losing money on this initial game, but the possibilities for mission disks are endless, and this would mean that Spectrum HoloByte would make back the money they lost and thousands (maybe millions?) more. Also, by selling the game at a reduced price that is more reachable to young gamers or people who love the show but don't have eighty or ninety dollars lying around, SH would increase their user base, which would mean more devoted customers, and both Spectrum HoloByte and the customer would be satisfied

Matao Grieg
Surrey, British Columbia, Canada

P.S. I have heard rumors that ST:TNG will come close to being a 100 Meg game! Can this be true?

While consumers everywhere would no doubt love to see this kind of pricing strategy from any company, it may be too much to ask for. Fr'instance, a number of gamers who buy the original product don't pick up the expansion/mission/add-on disks as they become available, either because they haven't finished the original game, they are tired of it, they didn't like it in the first place, or what have you. Second, most of the time, a couple of add-ons is the limit before the company revamps the product totally and comes out with a sequel. Look at games like the Wing Commander series for an example of this. Wing I is still a good game, but Wing II is better, and I have high hopes for Wing Commander Academy and Privateer. Another add-on for Wing II would sort of be a moot point after the next game in the series comes out.

As far as the eventual size of the game, 100 Meg does seem a little extravagant, considering the fact that many people don't have hard drives that big, and many that do have only 120 Meg. As of yet, we haven't heard anything about the final size of the game.

Arcade Mania. . .

Dear **CGR**,

I am a resident of Hanford, California, located in the heart of the San Joaquin Valley. I have been a loyal reader of your magazine for the last seven months. Although I do believe your magazine to be the best in its field, there is one thing that concerns me.

Being a teenager, it is without a doubt that I and others my age have a different opinion when it comes to many things, including computer games. I believe your magazine would be even better if you donated a page for teenagers to review a game, e.g., maybe a page which covers games that may interest teenagers. You see, teens don't like strategy games. They want shoot-'em-up, stick it in your face, fly by your pants, dodge the bullets kind of games. And your magazine does not express a teenager's opinion.

I believe this would be a great help to your sales as well. I know for a fact that there are a number of teenagers who subscribe to your magazine!

Joseph Folley
Hanford, CA

This is an interesting point, but when I was a teen, my interests in computer games was split. True, I did like action titles quite a bit and I played a lot of them. However, I also solved a few role-playing and adventure games and was absolutely hooked on military sims, particularly those released by MicroProse in the mid-80's (Decision in the Desert, Crusade in Europe, etc.). In fact, it was my interest in military simulations that got me to stop playing with my Atari 2600 and hooked me on computer games. And, while I am no longer a teen, I still like some arcade games and can still be found pumping quarters into machines at my local arcade (I'm still hooked on the X-Men game from Konami. Great game). Plus, as any loyal reader will tell you, my favorite game ever is still Elite from Firebird, which was sort of a cross between a space flight sim and an arcade shooter with some strategy thrown in.

While it is true that none of our reviewers is currently a teenager, all of us came into gaming via arcade titles. We still like them, and reviews of games like Prince of Persia 2 and Flashback indicate that. We still play Wolfenstein 3D, for example, and you don't get much more action-oriented than that game! We may not be teens, but we still like a lot of the games that you do.

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CGR REVIEWS

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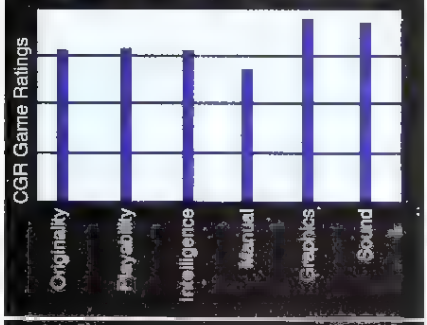
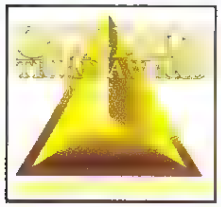
Overall Rating: 91%

78	79	78	68	95	93

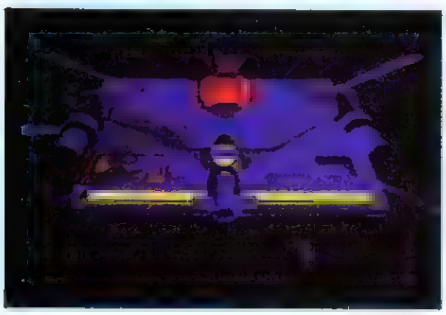


GAME SPECS:

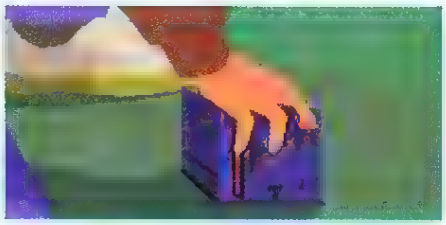
Requirements:	640K RAM, VGA 286 or better, 16 Mhz +, (reg.)
Sound Support:	Ad Lib, Sound Blaster, Roland
Controller:	Keyboard, Joystick
Available for:	PC and compatibles
Designed by:	Delphine Software
Distributed by:	SSI
Retail Price:	$59.95
Hard Drive Space:	8 MB; 11MB if drive is compressed
No. of Players:	One player



Here's the only science fiction action-adventure with movie-like animation! Introducing Flashback by SSI. Take on the role of Conrad B. Hart. You don't know what happened and you do not know where you are; all you hear is something about erasing someone's mind–that mind is yours!



In spite of your speed and skill, your plans for escape are foiled.



The holocube holds important information about your goals.

As you make your escape from this terrifying situation, your eyes focus upon a holocube. After breaking out of this strange place, you find yourself in a lush tropical jungle.

Meanwhile, the beings that were following you think you died in an explosion. You are lucky, because you did not die. In fact, this gives you the opportunity to try and find a way back to Earth.

Flashback uses movie making technology. Real actors were filmed

The jungle world you start in is a mixture of nature and technology.

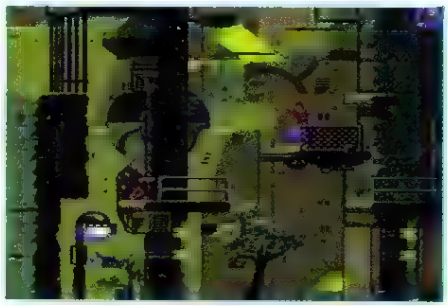
in motion. Then, everything came to life on the computer with the use of roto-scoping. Flashback combines an intricate plot, an exciting music score, great sound effects and suspense! To win the game, you must save Earth from shape shifting

Your enemies will prove to be diverse and deadly!

aliens bent on world conquest! You must use logic, and fight through three worlds and 200 game screens! You will have to solve dozens of puzzles. There are over 75 fully animated cinematics, complete with pan-and-zoom effects, directing you through the twists and turns of the

Climb from platform to platform to move around in your new world.

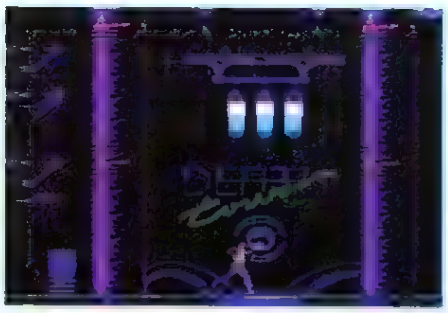
plot. An exclusive zoom-in mode lets you check out the action on the screen at over twice the normal size. Flashback also offers you a pass-



Your movement will be slowed when you draw your gun.

word feature for continuing a game at a later time. During play, you will find a slew of useful items that will

On each level, you will have particular objectives to accomplish.



Each level brings a new vista of the alien world to explore and conquer.

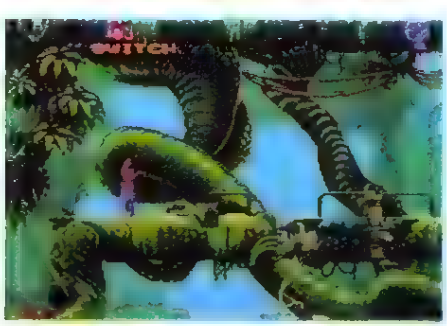
aid you on your quest, not to mention an endless supply of bullets! You may control Flashback with either the joystick or keyboard.

When you start playing Flashback, it will grip you. Make sure you have a lot of spare time on your hands, because there are over fifty hours of play time in this game, and that is if you play straight through it! Flashback uses 256 color VGA graphics,

Shoot it out with high-tech thugs and killer droids!

and a wide variety of sound boards. This game will even run on a 286 16MHz, with virtually no slowdown. This incredible game is from the same creators that brought you Out of This World!

Can you save yourself from the aliens and get back to earth? If you like action, adventure, science fiction and drama, then Flashback will make a worthy addition to your gaming library.



Various objects must be found and manipulated for you to succeed.

Flashback is a truly impressive game; the graphics are very well drawn and the character animations are obviously the result of some very meticulous programming. Yeah, yeah, I know I always say "do not base your opinion of a game on how it looks," but this game has more going for it. The sounds are quite tasty as well. Hold on, that's not all! Also included is an interesting, if somewhat unrealistic, plot line and a truckload of intense and challenging game play. Now, how much would you pay? Well, if you will pay the standard 50-60 dollars for the average game, then you can bet that this one is worth at least that much. The controls can be a complete pain to learn at first, but once you have the hang of them, you probably will not have any problem at all from then on. As a matter of fact, I am a little surprised at how controllable the game is. Traditionally, action-oriented games have suffered significantly because of the lack of an acceptable control method. This game allows you to preform a wide variety of actions using just a couple of keys on the keyboard. Another important consideration for this game is that it contains more than 50 hours of playing time. If you want some advice, the close-up feature is cool, but may distract you. ***-Alex***

I can't believe that a game could top Out of This World graphically and musically. Flashback demonstrates what a computer of today is capable of doing! From the time that you see the beginning of the game until you finish it, you will be in awestruck. The music is great, and these are, without a doubt, the best sound effects I have ever heard in any game to date. Not only do the digitized sounds play on a Sound Blaster, they can also play on an Ad Lib, with only a hint of distortion! When the ads claim it is like watching a movie or a cartoon, they are right. In fact, some of the movements are better than some cartoons I have seen. The puzzles are fun and some of them are challenging, but it is the action that keeps you coming back. Another thing I liked about this game is that it is in no way connected with Out of This World. I have played a lot of games in my day, and most just don't compare. But when a game comes along with such intensity as this one, it really makes you wonder how far computer games can go! You can even enjoy this game on a 286 with just a minimal amount of slow down. The control is tough to learn, but flawless to use. Flashback has it all! This is the second time I have given a score this high, and it deserves it! ***-Rick***

It shoulda, it coulda, it didn't. Flashback, the game from the makers of Out of This World, should have been an improvement on the original game, but it isn't. The graphics are far and away better, as is the animation. The music is pretty cool, too. The problem here is the game play. It's not that great. The thing that I loved about OOTW was that it was pretty easy to play. Flashback isn't. The controls don't always work the way you want them to. To draw your gun, turn, crouch and fire takes four key strokes (it should) and a couple of seconds (it shouldn't). In that time, you tend to get zapped by an enemy, often times knocked off the platform you were standing on. This means you have to jump up, redraw, crouch and fire again, which again takes too much time. It's a vicious circle. Sure, the game is a graphic and animation showpiece; there aren't many disk-based games that can match it. The problem comes with the game play. After a couple of hours, I walked away from the computer totally frustrated and with little desire to continue playing. It is a showcase of excellent animation and graphics, and the action is pretty good, but the darn thing is also really frustrating. It's hard to recommend it, but it has a lot going for it. ***-Steve***

.95 MACH, NINETY FEET ABOVE THE GROUND, BOTH SIDES TRYING TO SHOOT HIM DOWN. WOUNDED IN THE ARM, KAPITAN ALEXANDER ZUYEV GUIDED HIS MiG-29 TO FREEDOM LEFT-HANDED. COULD YOU?

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On May 20, 1989 MiG-29 pilot Alexander Zuyev began a desperate plan to steal the Soviet Union's most advanced combat aircraft and fly it to political asylum.

The pilot who wrote the book on the MiG-29, Alexander Zuyev, tells his harrowing story (including authentic Soviet dogfighting tactics) in Fulcrum *from Warner Books.*

Shot in a life and death struggle with the sentry, Zuyev managed to take off. Then, flying dangerously low to avoid radar, he eluded pursuing fighters and deadly Soviet and Turkish air defenses to land safely on a civilian airfield in Turkey.

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For Visa/MasterCard orders call 24 hours a day, 7 days a week: (800) 695-GAME.
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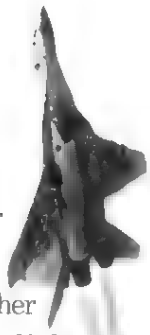


computer never limits your control inputs, whether inspired or foolish. Its twin Isotov RD-33 engines produce 36,600 lbs. of thrust, to the F-16's 25,000. And superb aerodynamics make it controllable at low speeds and high angles of attack that would have enemy pilots fighting to avoid a spin.

The most fearsome opponent is a human one. With EBS, up to six players can go head-to-head.

SPECTRUM HEAD 2 HEAD HOLOBYTE

THEY WON'T EVEN KNOW WHAT HIT THEM

Your MiG's IRST (Infrared Search and Track) system can track an F-16 without revealing your presence on his threat display. So you can get on his six o'clock before he even knows you're there. Once in range, you'll be able to lock on to the Falcon just

- by turning to look at him

with the MiG-29's helmet mounted sight. Then call "pusk" (launch) as you fire missiles or "ogon" (firing) as you ventilate him with your computer-accurate 30mm gun. Either way, his plane will make a satisfying crunch when it hits the ground.

Next time you have an F-16 glued to your tail, try the MiG-29's "Cobra" maneuver.

1) You pull up past a 90 alpha climb.

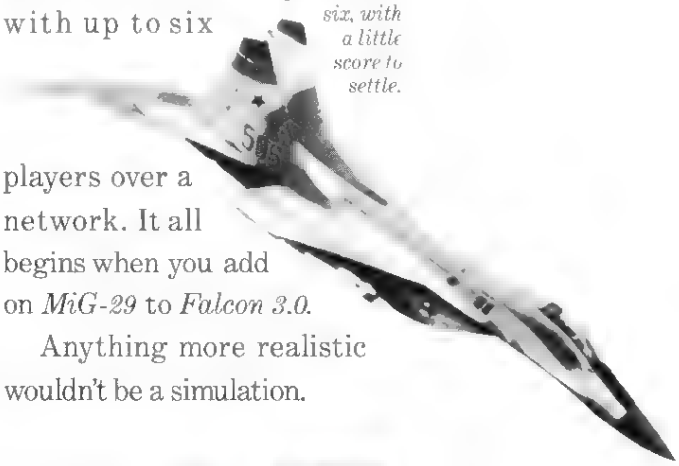
2) Your airspeed drops rapidly; the F-16 zooms past.

THE ELECTRONIC BATTLEFIELD SERIES: THE ULTIMATE CYBER-BATTLEFIELD

EBS is the first series of interconnecting simulations. Each title works with the others to bring you closer to the real thing.

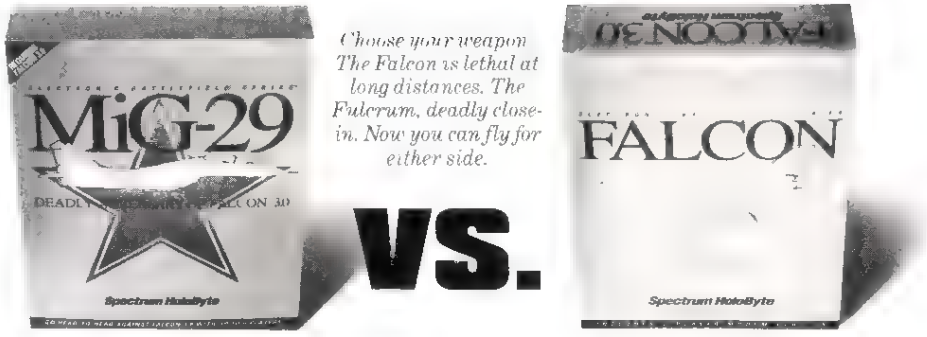
Now you can choose from multiple aircraft, multiple theaters, even which side of the conflict to fight on. And you can go head-to-head over a modem or with up to six players over a network. It all begins when you add on *MiG-29* to *Falcon 3.0*.

3) You abruptly pitch the nose back to level flight. Now you're on his six, with a little score to settle.



Anything more realistic wouldn't be a simulation.

INTRODUCING MiG-29



Choose your weapon. The Falcon is lethal at long distances. The Fulcrum, deadly close-in. Now you can fly for either side.

MiG-29 *add-on requires* Falcon® 3.0. *Available on IBM compatibles*

Spectrum HoloByte

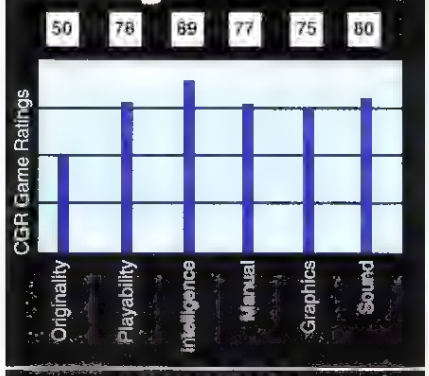
ELECTRONIC BATTLEFIELD SERIES®

The fight of your life.

Clash of Steel

by SSI

Overall Rating: 82%



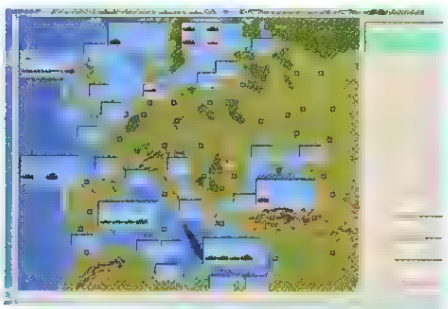
GAME SPECS:

Requirements:	386 or better, 2 Meg RAM, VGA
Sound Support:	Sound Blaster, SB Pro
Controller:	Keyboard, Mouse
Available for:	PC and compatibles
Designed by:	Martin Scholz
Distributed by:	Electronic Arts
Retail Price:	$69.95
Hard Drive Space:	4 Meg
No. of Players:	1-2 Players

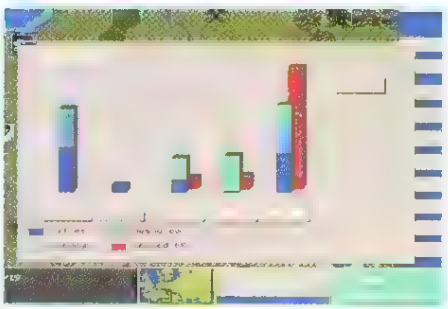
In 1939, Germany began their incredible blitzkrieg that raged across Poland and began the terror that was World War II. Clash of Steel puts you in command of the Axis or Allies and sets you in the middle of the action in the European theatre. The game contains one complete campaign and six scenarios, dealing with historical battles involving such famous names as D-Day, Operation Barbarossa, Blau and the Fall of France. One or two players can join in the battle to either repel the marauding German forces or crush the puny countries for the glory of the Third Reich. All unit types from the actual war are shown in brilliant VGA graphics and are easy to control. Players must execute orders, reinforce troops, move men and supplies, and determine what actions should be taken by the air force and naval units. In addition to the military aspects of the war, you get to be involved in the country's production, diplomacy and even deal with the frigid effects of a European snowstorm.

Clash of Steel covers the entire European theatre of World War II.

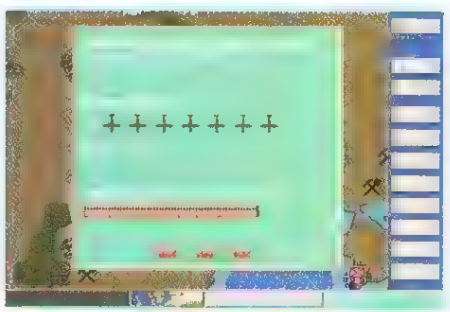
Command every aspect of your forces. Good planning with the air force is vital.



A strategic naval map allows you to easily track and move your ships.



What is the backbone of a successful army? The production of the home country!



Send in strategic bombing attacks on important enemy targets.

Clash of Steel has the same limiting factor as other history-based wargames; it's lack of flexibility in subject matter. Despite that, this game is one of the easiest to use of this type that I have played. The game functions are easy to access and the system is simple enough to allow you to get into it without having to spend a lot of time figuring out how to play. Another nice aspect about the game is being able to move around the map with either the scrolling method or using the big map. Clash of Steel suffers from not having a clear cut audience. It just does not have the complexity and depth that hardcore wargamers look for. ***-Alex***

This is a good example of what I like in a military game. First, there is a nice big playing field; second the graphics (for a military game) are very good. Another nice part is the sound. It is very realistic, and it made me think how lucky I have been in never going to war. There are great graphs and charts that show you exactly how you are doing. There is a good tutorial in this game; that helped me out a lot. The movement of the troops is also very easy and straightforward, not like other games. I was impressed with this game from the moment I turned it on to the time I exited to DOS. A quality game from a quality company! ***-Rick***

Clash of Steel has a big thing going for it from my point of view, because it covers the European Theater of WWII. This is one of the more interesting parts of the war, in my opinion. However, I found the game play a little confusing and difficult to get into. While the basics of movement and combat are pretty simple, there seemed to be too much in resupply, etc., and it was a little overwhelming. It's pretty playable, though, and I had a good time with it. It would have been nice to see some more unique scenarios (like the invasion of Sicily, perhaps) and a little less on the naval end of things. Still, I enjoyed myself. ***-Steve***

AEGIS

GUARDIAN OF THE FLEET™

Another exciting CD-ROM product from Commander Jones and his crew at Software Sorcery.

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- stunning SVGA and VGA graphics
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- historically accurate combat scenarios

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Software Sorcery

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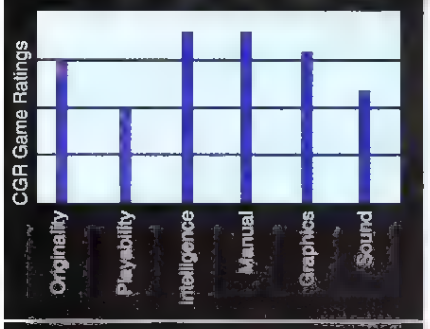
Ashes of Empire

by Gametek

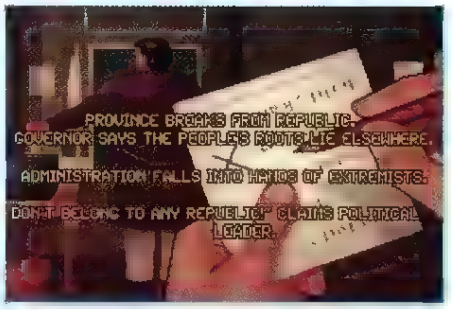
Overall Rating: 66%



GAME SPECS:

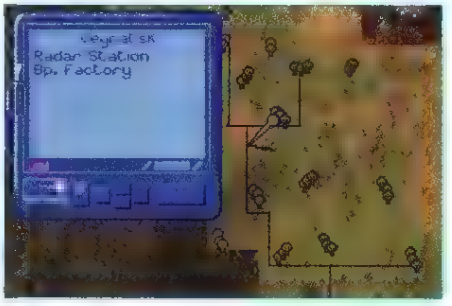
Requirements:	640K, 2 MB Extended Memory, Hard Drive
Sound Support:	Roland, Sound Blaster
Controller:	Keyboard, Mouse, Joystick
Available for:	PC and compatibles
Designed by:	Mike Singleton
Distributed by:	Gametek
Retail Price:	$59.99
Hard Drive Space:	3 Meg
No. of Players:	One player

In the modern day world, the collapse of an empire can mean total chaos and devastation. With Ashes of Empire, Gametek brings you a game based around the disastrous events in Eastern Europe. This game combines the action of navigating in a three-dimensional polygonal environment with strategic game play. Travel across fractally generated landscapes on foot or in more than 21 different land and aircraft, battling enemy planes and tanks. When you locate a building or group of buildings, you can enter and speak to the inhabitants in an effort to win them over through charm or barter. If you succeed, the resources of that facility are at your disposal. Each of the provinces and republics that they make up has a number of requirements that you need to fulfill in order to bring them under the control of your Peacemaking Force. This may include the construction or destruction of particular buildings, the neutralization of enemy forces, or the winning over of political factions.


PROVINCE BREAKS FROM REPUBLIC.
GOVERNOR SAYS THE PEOPLE'S ROOTS LIE ELSEWHERE.
ADMINISTRATION FALLS INTO HANDS OF EXTREMISTS.
DON'T BELONG TO ANY REPUBLIC" CLAIMS POLITICAL LEADER.

The Empire has collapsed! There is unrest and revolt throughout the region.

By land or by air, you will need to travel back and forth to capture valuable facilities.



The overview map indicates the position of all important locations you are aware of.

the Refinery at Lipopol
Paulette, the manager, walks across the mezzanine flo
to meet you. She says she will join your side if you will
deliver a band of gold, a diamond, a palette of food and
container of goods.
Paulette also says that Surgeon Eminescu was in this
town 6 hours ago but he left for Jarnevenitsa. He is
expected back in 4 hours.

Winning a person's loyalty without bartering is a matter of choosing the right words.

The towns consist of a cluster of buildings, all of which could prove useful.

Ashes of Empire could be a really cool game, but there is one major obstacle preventing this. The 3-D mode in which you travel around the game world is quite annoying and very hard to control. Since this can be a very important aspect of the game, it has a largely detrimental effect on the overall enjoyment. There is a sort of "auto-pilot" mode that can be used to get you from place to place, but it does not really allow you to see where you are going. I did like the way the rest of the game is set up, and would have had a much better time with the game, if I had not had so much trouble getting from place to place. ***-Alex***

75

Ashes of Empire is a game that needs some serious improvement. While the graphics are not that bad, the sound should be immediately turned off, or you may need some Tylenol. This is also possibly one of the longest install programs in the world, except for Strike Commander. In addition, the load time is horrendous. When you attempt to start the game, you may reset your computer for fear that the game crashed. All of this aside, how does the game play? It does not play well at all. I thought that the joystick was just too difficult to use, as are the mouse and keyboard. In short, this game needs some work! ***-Rick***

61

There are some serious problems with Ashes of Empire. First of all, the install program would not let me put the game on the D drive, took 45 minutes on a 386/33 (with only 3 disks!) and automatically wanted to make a boot disk even though I didn't want one. Second, once installed, the game takes forever to load up. Third, the combat mode is ludicrously difficult to control. One touch with the mouse sends your craft at a 45 degree angle. The interaction with other people is more entertaining, but the game play is not streamlined enough to make it worthwhile. It coulda, it shoulda, but it fell way too short. ***-Steve***

62

GLOBAL DOMINATION

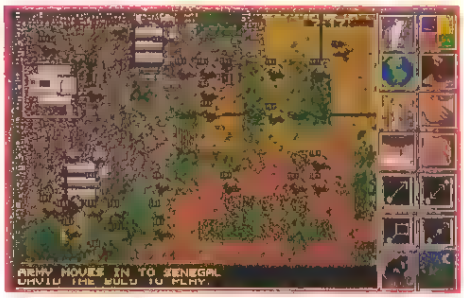
The Ultimate Multi-Player Conquest Simulation

Finally, you can conquer your friends in state-of-the-art graphic splendor! Amass armies with your choice of units, then invade! Watch your back, though - you'll need to divide your forces with care to avoid being conquered yourself!

Global Domination is turn-based and features modem play; a wide variety of historic opponents from which to choose; random world generator; large number of units; spies; diplomacy & subversive activists; by far the best graphics and sound ever seen in a conquest game; and even more fun than Napoleon had at Waterloo!

Take your ego for a rollercoaster ride as you see your empire rise and fall!

Here's where you amass your armies and make your moves!



Take tactical control of a battle in graphically stunning animated combat!

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IBM PC VGA Screenshots

Impressions

Impressions Software Inc 222 Third Street, Suite 0234, Cambridge MA 02142

Warlords II

by SSG

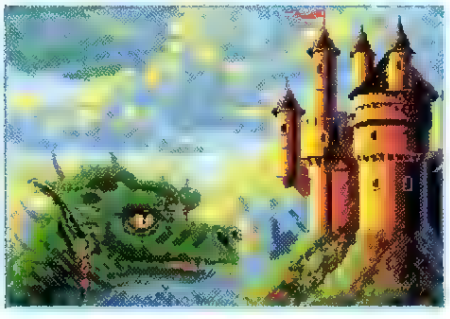
Overall Rating: 87%

GAME SPECS:

Requirements:	640K, 2MB Extended or Expanded, Hard Drive, 386
Sound Support:	Ad Lib, Sound Blaster, Roland
Controller:	Mouse (req.)
Available for:	PC and compatibles
Designed by:	Steve Fawkner, Roger Keating
Distributed by:	SSG
Retail Price:	$69.95
Hard Drive Space:	5 Meg
No. of Players:	1 to 8 players

Welcome, Warlord, back to the fields of battle. The armies have massed and are prepared once again to engage in bloody conflict with any who will not bend a knee to the glory of the powerful men and women that they follow.

The peoples of Illuria have finally settled into the ways of peaceful existence after the long and bloody attempts at genocide in their past. Now, there is little for the vast armies of forgotten warriors to do. To prevent them from causing trouble due to idleness and boredom, all of the heroes and veteran fighters have been sent to Etheria. A new land ripe with possibilities and plagued with the same difficulties and Illuria itself once had, this is the perfect place for new conquest.



There are six scenarios to challenge you as well as a random map generator.

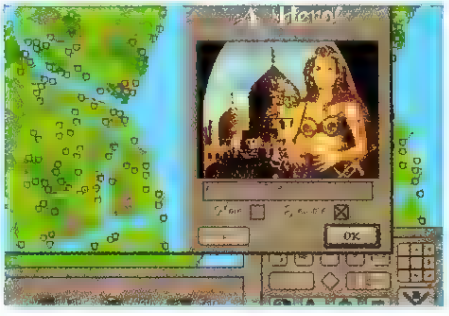
In Warlords II, Strategic Studies Group has taken the same game engine and system from the original and beefed it up considerably. The graphics have been improved and upgraded with a number of pop-up pictures to herald certain events such as the searching of ruins and the arrivaing of a hero. The game is controlled much the same, with a menu bar across the top and easily accessible buttons for the more commonly used functions. A path plotter has been added to allow the player to assign a unit to move beyond their actual movement allowance and still remember where they were going when the next turn comes. There are a half dozen scenarios to play, with different terrain and tactics. A random map generator also lets you set up a game field with your specifications of terrain, opponents and cities. You can play against as many as seven computer or human opponents, but only one can emerge as the Warlord.

You and your friends can choose to control any of the eight different factions.

You can choose how many opponents you have and how tough they are.

Once again, the mighty heroes play a crucial role in the battle for supremacy. Only they can search the ruins and temples of Etheria to find artifacts of great magical power. And only they can carry these items, some of which aid movement, combat or leadership ability. Heroes also are capable of going up in levels in Warlords II. Gaining experience via searching ruins, capturing cities or completing quests allows the hero or heroine to increase their level and therefore their strength and movement. Heroes of greater strength also get command bonuses which add to the strength of armies travelling with them.

Each of the eight factions has their own look to distinguish their cities.



The hero or heroine is the most valuable unit type that you can get in the game.

There are almost 30 different types of armies that can be built or found which will aid your goals of conquest. Each has their own advantages and disadvantages. Old favorites like wolf riders, wizards,

Various reports and views let you check the status of different aspects of the land.

Investigate ancient ruins and temples in search of magic items to aid your quest.

dragons and light infantry are back. However, there are also several new faces, like archons, elementals, catapults and war elephants. If you have enough money, you can alter a city's production capability to allow it to create additional unit types.

The menu bar offers reports which allow you to keep an eye on the status of resources during the game. You can easily also get full reports

The helmed warrior will give you encouragement as you progress in the game.

on each city, hero, unit and ruin. With diplomacy, you can keep some of your opponents off your back with peace treaties, at least until you are ready to crush them.

The heroes are polishing their blades, the unicorns are stomping their feet and the undead are wailing in impatience, so its time to get out there and show them why you are called Warlord.

With enough strength and cunning, you can achieve victory and, hopefully, peace.

The original Warlords was one of my favorite games of all time. This version has the exact same feel to it, but it has been significantly improved by little tweaks here and there. I really like all of the graphic elements that have been included, as I feel they add a great deal to the game. There are also several features that are new that make a important contribution. A couple of the more notable ones are the destination plotter, the ability to alter what units a city produces, and the options to loot and plunder newly-captured cities. Possibly my favorite new feature is the capability of heroes to advance in levels. I think that adds a whole new element of individually to this already very important unit that was somewhat lacking in the original game. The six scenarios **and** random map builder allow for variety which goes a long way toward increasing the longevity of a game that I could already play until doomsday. SSG also upgraded the vectoring method a little to make sending troops from one city to another directly from production easier. I would not buy Warlords expecting intense game play, but there are few conquest games I would rather play. What can I say? I just love to crush my enemies, see them driven before me and hear the lamentation of their women. ***-Alex***

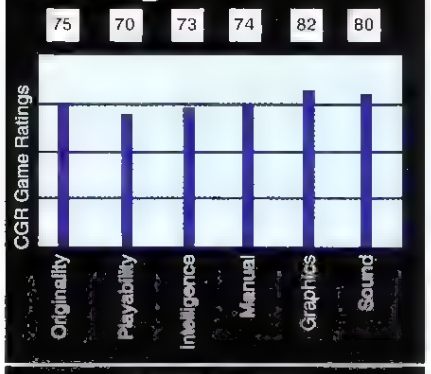
Warlords is not my idea of a great game. All you do is move from space to space and see a mediocre screen of a fight. The other graphics in the game are good, and I did like the sound, but to me there is no game play. Your goal in this game is to destroy everyone and everything. Some of the scenes are cool, like when you search a ruin or take over a castle. That is another aspect of the game that is all right. When you take over a castle, you will have different choices to make as far as how you want to take it over; you can simply take it over, or in some cases, pillage the castle. However, if you do this, you will probably lose the ability to make a certain type of unit. The game offers the player a variety of players to build, like infantry and monsters. You also have the opiton of playing with seven human players. One more thing I did like was the tutorial. It is very good, and for people like me who need some good help with these types of games, it makes it much easier to learn. I am not saying that this is a bad game, but there was not much fun in playing it, and that has to reflect in my score. I can appreciate the nice aspects of a game, and I can say that I like parts of it, but if the game is not fun for me, why should I play it? ***-Rick***

I never played the original Warlords and now I feel like I may have missed out on something. This game is absolutely brilliant. While the main game graphics are not all too exciting, the cut screens when exploring a ruin or taking over a city are gorgeous. One thing I really like about the game is that even though it comes with a pretty good tutorial, it is easy enough to learn that I played my first couple of games without using the manual. It only took a few minutes for me to get the basics and about half an hour of experimentation to really learn how to play. Warlords II is a very deep game, thanks to the random map generator. You can play a totally different game every time you load it up. The ability to play up to seven opponents, all of which can be human, is also a nice touch. Another thing that really adds to the game is the number of units that are available. Buying the ability to build particular units is also cool, since the really good units are expensive, and thus have to be earned. What makes the game for me is that the signposts cannot only be read, but can be fully edited to annoy human opponents. The only thing I'd like is a routing command to send all your units to one point. Don't let this game go by without playing it. ***-Steve***

The Legacy

by MicroProse

Overall Rating: 67%

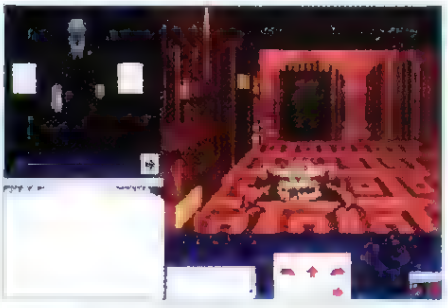


GAME SPECS:

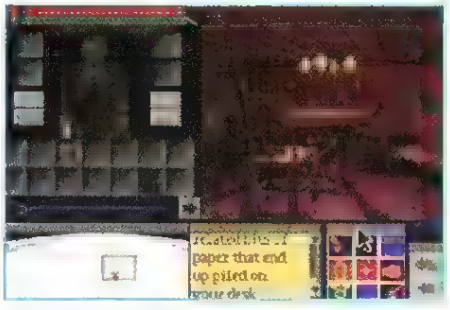
Requirements:	2 MB RAM, Hard Drive
Sound Support:	Roland, Ad Lib, Sound Blaster
Controller:	Keyboard, Mouse
Available for:	PC and compatibles
Designed by:	MicroProse
Distributed by:	MicroProse
Retail Price:	$59.95
Hard Drive Space:	20 Meg
No. of Players:	One player

For four centuries, the evil masters of the house have been planning a surprise for their unsuspecting descendants. By now, the place fairly reeks of the malevolent force which is waiting to be released. And what is preventing this foul presence from manifesting and wrecking its hatred upon the living? Just you. As the heir to the massive mansion, you have arrived to investigate this new addition to your assets. Needless to say, you are in no way prepared for what lurks in the recesses of the closets and darkened hallways. Whether you are capable of dealing with these horrors is yet to be seen. Using your wits, physical prowess, bravery and maybe a little magic, you will have to go up against everything this ancient bastion of evil can throw at you. This single-player horror role-playing game will challenge even the hardiest adventurers. Choose and customize your character from several choices. Only those who are strong of mind, body and spirit can survive the threat of The Legacy: Realm of Terror.

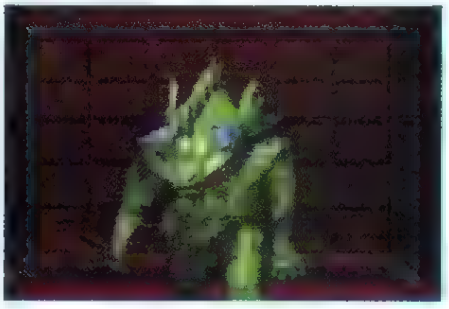
Choose or customize your character from a number of basic player templates.



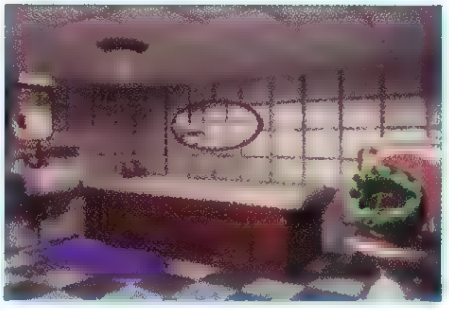
Explore the vast and dangerous mansion in search of a truth behind the curse.



Use magic spells and whatever weapons you can find to survive.



Grotesque, misshapen servants of evil will try to destroy you at every turn.



Until you are able to discover the dark secret of the Legacy, nothing is safe.

I really wanted to like this game. I thought that the look, the feel and even the story were good. Nevertheless, the game becomes seriously injured by design flaws. Starting out, the game is just too tough. Your beginning character starts unarmed and with little chance of being able to protect him or herself from the hordes of zombies that appear on the first floor. And when you do get killed, it kicks you all the way out of the game. You are also very limited by the controls; not only do you have difficulty moving around, but many of the items you find cannot be placed in your inventory. Sorry, but I think this Legacy died out. ***-Alex***

71

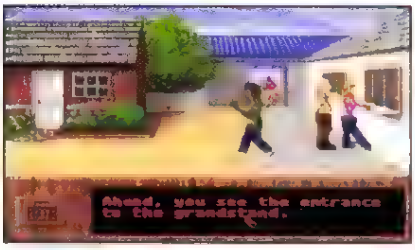
Legacy is not one of MicroProse's better games! This game was visually all right, but the mechanics were choppy at best, and this was run on a 486 66MHz machine. I think the game tries to give you a very spooky feel, but it was just plain boring. The music and sounds also were not up to MicroProse's usual standard. One other real big drawback is that most of the items I found were basically useless. What is the sense of putting that many of them in a game? It makes the game a little longer, but this gaming experience was over after a half an hour of play! I just did not find the game enjoyable. ***-Rick***

66

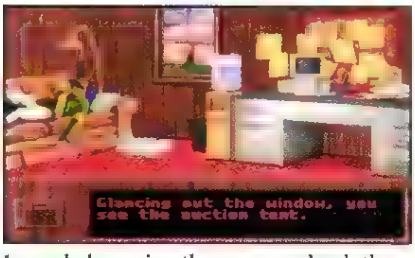
This could have been a really cool horror game based in the modern world, but there are a few things that really drag it down. First of all, the control scheme is clunky and awkward. For example, trying to move items around in the inventory is downright tedious. Second, doors close behind you, making retreat impossible and making it really easy to die. I had the game crash on me in the character creation screen as well. While the story might be inviting and the game looks pretty good, the serious problems with playability hurt it. The only really scary thing about The Legacy is how cheated I felt after playing. ***-Steve***

63

Unleash Your Computer's Horsepower!



Enter the world of thoroughbred racing in a unique first-person perspective

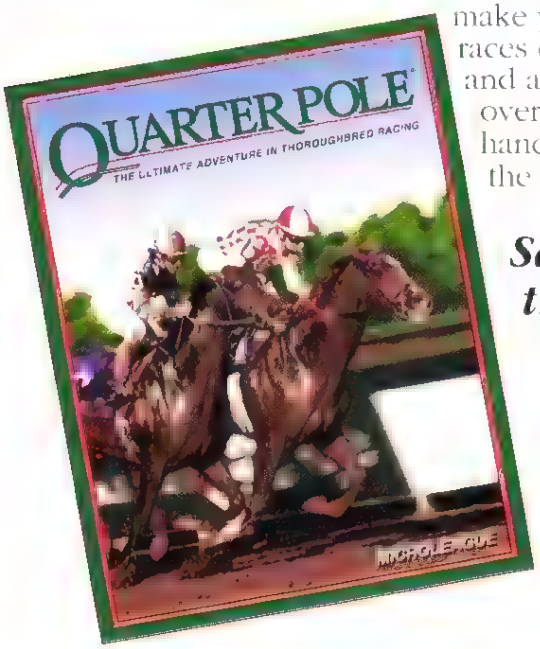


Knowledge wins the game: check the lounge bulletin board and computer for stakes races, information on past races, and horses for claim.

Quarter Pole® transports you to the grounds of Blue Rock Downs; see the sights, hear the sounds, and feel the excitement of thoroughbred racing like never before!

Up to 10 players can choose from a variety of opening scenarios with the same goal: to create their fortune. As a bettor, check out the racing form before you bet the farm. Play trifectas, exactas, and daily doubles to really make some money.

When you own a stable, you can hire the best available trainers to keep your investment fast and healthy. Buy and sell horses at the auction, and enter them in the races that will make yourich. There are ten races daily, including claims and allowance races, and over 125 stakes and handicap races throughout the year



Saddle up for great fun as you play the sport of kings!

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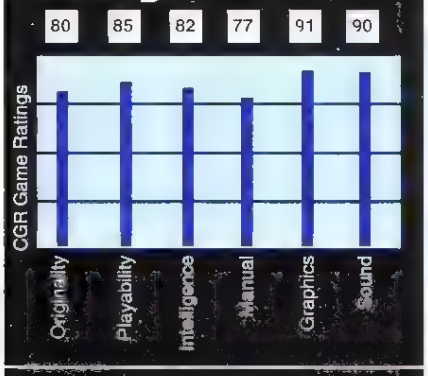
Return of the Phantom

by MicroProse

Overall Rating: 83%



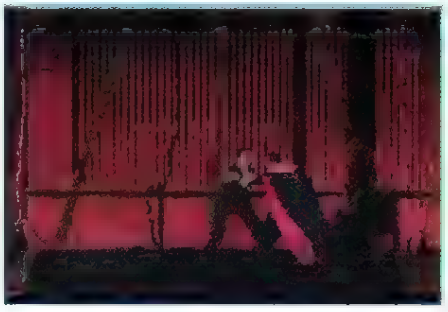
GAME SPECS:

Requirements:	2 MB RAM, VGA/MCGA graphics
Sound Support:	Ad Lib, Sound Blaster, Roland, Pro Audio Spectrum
Controller:	Mouse (rec.)
Available for:	PC and compatibles
Designed by:	Raymond Benson
Distributed by:	MicroProse
Retail Price:	$59.95
Hard Drive Space:	7-8 Meg
No. of Players:	One player

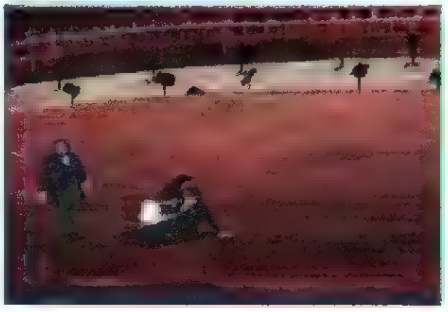
The Phantom of the Opera is a tale of passion, romance, horror and madness with which most of us are at least vaguely familiar. It is a story of Erik, the insane, disfigured genius, who sacrifices all for the woman that he loves. However, did it all end with the departure of the lovely Christine and her lover and the subsequent vanishing of the Phantom? Were the bones found many years later, in the catacombs beneath the theatre, really the remains of the man who was even more haunted than the theatre that he claimed as his own? When the Opera Ghost makes a reappearance at the modern day opening night of "Don Juan Triumphant," the play that Erik himself had composed, French detective Raoul Montand is given an opportunity to uncover some of the answers. When he finally does encounter the Phantom, it is not the end of the mystery, but just the beginning as he finds himself in the past during the time of the original Phantom. This time, he is all that stands between Erik and his desires.

The opening night of "Don Juan Triumphant" and something ominous is in the air.

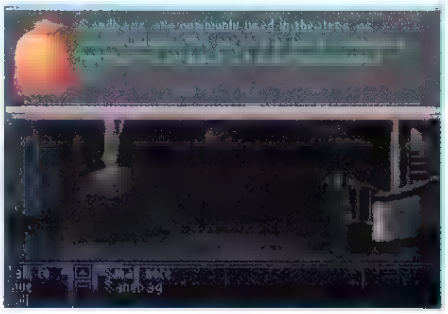
The huge Opera House chandelier comes crashing to the ground causing chaos!



Raoul and the Phantom struggle on the catwalks high above the stage.



Raoul awakens to find himself in another time with the Phantom still at large.



The simple inventory control and game interface do not slow down the game.

I am only slightly aware of the original story of the Phantom. However, this game has certainly caught my attention better than the movie ever did. Perhaps that is a result of having a direct role in how things unfold, but whatever the reason, I am looking at the Phantom of the Opera in a new light. The story did throw me a little with the time travel bit (he did not even have a DeLorean or a blue phone booth), but I decided to let it slide and see what developed. Be careful, because the Phantom is slippery, and he always seems to be a step ahead of you. I think that adventure/mystery game fans should be able to enjoy this one. ***-Alex***

87

Return of the Phantom has some of the best animation for this type of game I have seen in a long while, but that does not mean that a game is good. In this case, it is true the game is of high quality, and so is the sound. Return of the Phantom has a unique twist, where you fall back into time. I thought this was kind of neat. It adds more to the overall game. This is a big game and should give you a long playing time. This game is one of those that you will either like right off the bat, or you will be turned off after the first 20 minutes of play. Therein lies the excitement! I recommend this game to any adventurer! ***-Rick***

83

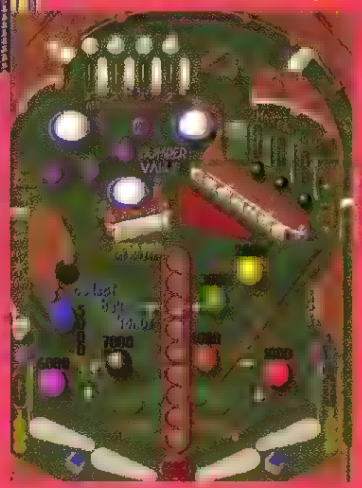
I was just starting to get into this game when MicroProse threw me a curve. It starts as a pretty interesting murder mystery about a man who is presumably a copy-cat of the original Phantom of the Opera (that, or his ghost). However, about a third of the way through, the "Phantom" tossed me off a catwalk and I ended up 100 years in the past. Huh? Here I was enjoying a spooky reality-based adventure and for no apparent reason, I wound up in the 19th century. It doesn't fit and it doesn't work. The game has gorgeous animation and great music, but that leap of faith required is as deadly as a fall off a real catwalk. ***-Steve***

78

Forget everything you know about pinball.

If you love pinball, welcome to the next level. SILVERBALL is not a version of outdated old-time classics; it's a collection of all new pinball games destined to be classics! Choose from 4 tables with graphics so real you can almost get glass, superb voice and sound quality and multi-player capability for up to 4.

With every option imaginable from ultimate flipper control to multi-ball and replay...complete with flashing lights, bonuses, buzzers and bells, it's like having your own personal performance machines right on your PC. SILVERBALL takes you where pinball couldn't go.



- Full-screen vertical scrolling
- Authentic pinball sounds
- Original music score
- Up to four players
- Drop holes & targets
- Ramps and Rails galore

Silverball

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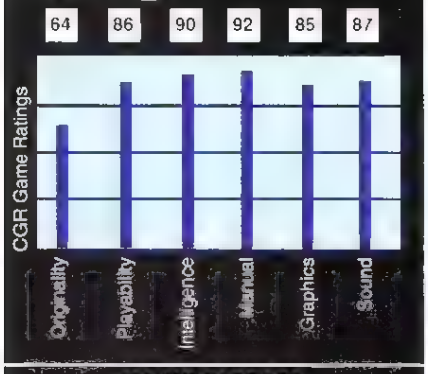
Actual game screens may vary

Published by
MICROLEAGUE®
Developed by Epic MegaGames

Railroad Tycoon Deluxe

by MicroProse

Overall Rating: 89%



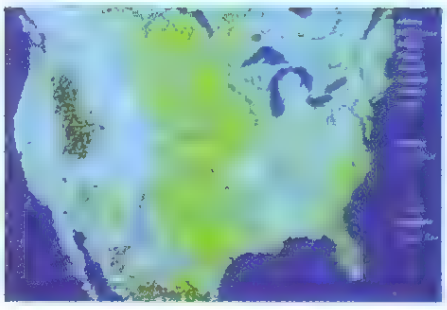
GAME SPECS:

Requirements:	386, 486, 640K RAM, VGA
Sound Support:	Ad Lib, Roland, Sound Blaster
Controller:	Keyboard, Mouse
Available for:	PC and compatibles
Designed by:	Sid Meyer
Distributed by:	MicroProse
Retail Price:	$69.95
Hard Drive Space:	5 Meg
No. of Players:	One player

Another '80s hit has been translated to the higher-end 386 and 486 machines. There is no limit to your ambition! You are an entrepreneur in the 19th century. You understand the changes that are sweeping the land. Factories are rising. Populations are swelling. You see the opportunity for phenomenal wealth and power. And you plan to seize it for yourself. You can pick the year you will start and the location to be in. You can play in North America, South America, Eastern U.S.A., Western U.S.A., Europe or, Africa. You will build the track. There will be obstacles such as steep grades, rivers, and the cost of going through towns. Will you build a wooden trestle, or a stone bridge? Will you choose cut-throat or friendly competition? All of these choices are yours, and the best part is this isn't even all of the decisions you will make in this addicting simulation. If you like the challenge of thinking and the action of game play, then this game is one you should take a look at! All aboard for action and strategy!

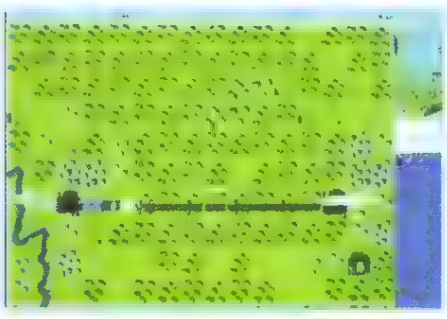
Pick one of several different financiers to start your business.

Keep your equipment up-to-date and set new speed records with new engines.



Take your railroad business across one of several sections of the world.

Open up new business by building tracks to other cities on the continent.



Connecting towns to each other will improve your prosperity and the town's.

Because Railroad Tycoon came out so long ago, it was never before covered in **CGR**. Having played the game, I view this as a pity. After all, we like to pride ourselves on covering all of the best games. Thanks to this new upgraded version, we have a second chance. Old fans will probably be thrilled to see the improvements in graphics and sounds. There are also a lot of other little additions and features included to enhance the experience, plus a couple of new trains. For those who have never played before, you can look forward to a great railroad building simulation with lasting game play. ***-Alex***

This is another game that I played way back in the XT days. I loved the game then, and I love it now! The graphics have been improved dramatically, and so has the sound, which now comes with speech. I did find one thing that I had trouble with, and that was the control of the mouse and keyboard. It seems awkward at first, but once you get used to it, it's fine. The game intelligence has also improved since the original (either that, or I got worse). I also like the new areas you can build in, and the new engines that were added. This game will be on my hard drive for a good while. This one is highly recommended. ***-Rick***

Railroad Tycoon Deluxe is pretty cool, although I had a difficult time getting the thing to run at first. Once loaded, though, it proves to be an excellent business simulation. The graphics are nothing spectacular, but the voice adds to the game a bit, and the overall feel is nice. The ability to play in many areas of the world is very cool. It's not too tough to learn the game, but playing it well will take some time and effort for the beginner. Experienced railroad tycoons will love this game for the improvements made, while new players will find a lot of challenge and a lot more to like. It's good and fun. Can't argue with that! ***-Steve***

A treat for your eyes
A challenge for your mind!

BRiX

It's easy to learn. Just find the colorful BRIX with similar shapes -- match 'em, stack 'em and zap 'em! The faster you zap the BRIX, the higher your score. For all ages, BRIX is easy to play but tough to master. Stunning visuals, digitized sound, lava pools, laser sentries, teleporters and more all combine to turn a simple concept into the challenge of the century. If you love brain-teasers, get ready for the ultimate torment -- BRIX!

BRIX FEATURES

Colorful VGA graphics • Digitized sound • Original music score • Four difficulty levels from easy to hard • Level solver & level editor options • Secret code option • 224 unique and challenging stages.

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Developed by Bad Dreams

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WARNING: BRIX is likely to become habit forming. Have your family and friends checked regularly for signs of addictive behavior.

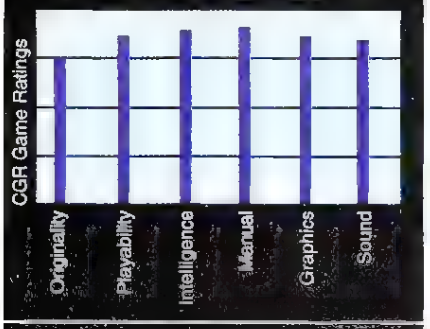
Apple IIGS, Macintosh, Amiga, IBM PC, Tandy 16, 100% Compatibles

Pirates Gold

by MicroProse

Overall Rating: 85%

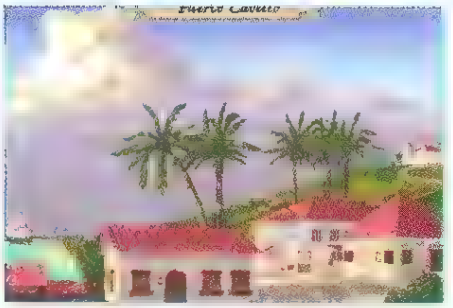
Originality	Playability	Intelligence	Manual	Graphics	Sound
75	86	89	91	86	84



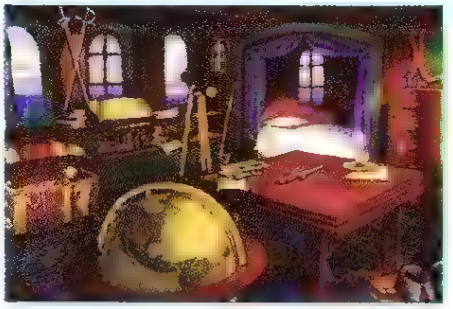
GAME SPECS:

Requirements:	IBM PC 386, 486, 4MB RAM; DOS 3.3, VGA
Sound Support:	Ad Lib, Roland, Sound Blaster, Covox
Controller:	Keyboard, Mouse (req.)
Available for:	PC and compatibles
Designed by:	Sid Meyer, Paul Murphy
Distributed by:	MicroProse
Retail Price:	$69.95
Hard Drive Space:	8 Meg
No. of Players:	One player

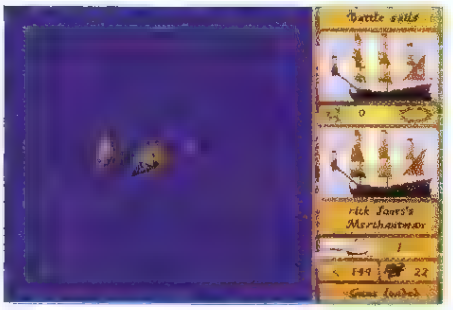
In the times of wooden ships and iron men, the pirate with the fiercest crew and most cannons was the master of the sea. Pirates Gold lets you criss-cross your way along the 17th century Spanish Main in search of new adventures. You will lead a crew of buccaneers into harbors to battle towns and other pirates. You will even be able to look for buried treasure! Will you win your rightful place in history? Or, will you end up shipwrecked on a distant island? Choose to sail for the English, French, Dutch or Spanish or decide to become a true pirate, owing fealty to no country. You must also pick a major ability like navigation, swordsmanship or cannon use. Lead your crew around the world in search of new ships to conquer, new stories to tell and new towns to plunder. If you play it too safe, the crew will become bored and mutiny, casting you adrift! If you have ever wanted to sail the Spanish Main and plunder some ships, this is the game for you. Avast, ye scurvy dogs! Fight to the bitter end!



This is the sight when you choose to sail into a harbor. Be sure to visit the governor!



In your captain's quarters, you can access a map, save a game and see your standings.



Ship-to-ship combat can get pretty rough. Be careful, and use your battle sails!

The two ships crash together with a mighty blow and the swords start to fly!

You're locked into a deadly battle with an evil pirate. It is up to you to defeat him!

I had never played the original version of Pirates, although I had heard some really good things about it from some of my fellow editors here at CGR. So when we received Pirates Gold, I had my expectations way up. At first, it seemed a tad disappointing. When I tried to jump right in and start playing, I had difficulty doing well. However, after a bit of trial and error and a great deal of persistence, I began to see why this game was appreciated so much for the time that it was first brought out. This game may not stand out now as much as it did then, but I still think that a lot of enjoyment can be received from it. ***-Alex***

82

I have always wanted to see this game converted to the IBM format, and now it is here! Pirates will let you experience all of the sword fighting action and treasure finding of the 17th century! You can choose to fight for one of four countries, or just be a pirate. There are over eight ships to sail, and many, many cities to plunder. Some cities won't be seen until the year that they actually appeared. The graphics are gorgeous, and the sound is some of the best I have ever heard. The game never gets boring, and I challenge you to put it down when you have to! This is a great game that is definitely worth buying! ***-Rick***

93

Pirates Gold is a great idea, since the original Pirates was such a hit. I didn't see much here that got me too excited, though. The game plays pretty easily and it isn't too tough to learn, but I, for one, could not get into it. One thing I like is that there are several different eras to play in, but even that doesn't do it for me. There just isn't enough here. You sail around and look for ships. You attack. Hopefully, you win. You sail into port. Repeat. Couple this with the incredible number of fatal errors (a fix is available), and you get a repetitive game with apparent disregard for good playtesting and programming. Sad. ***-Steve***

72

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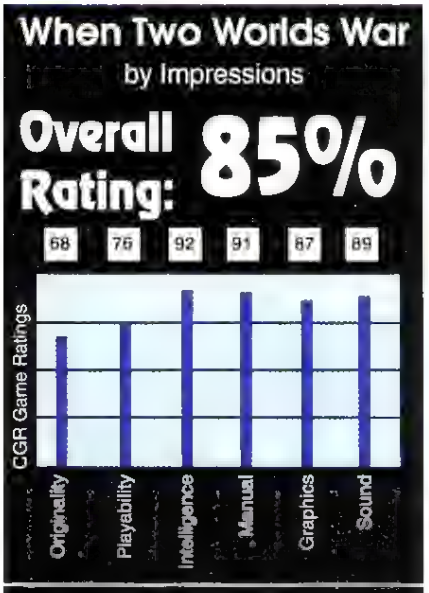
When Two Worlds War

by Impressions

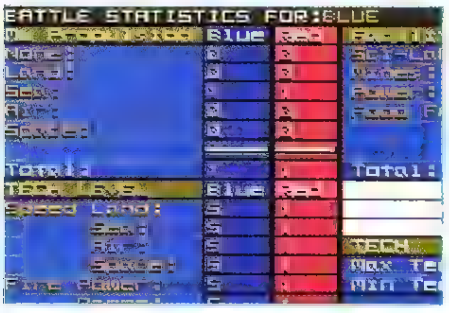
Overall Rating: 85%



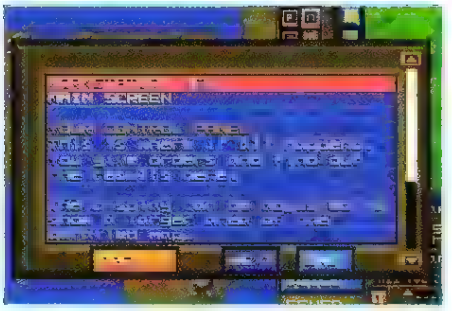
GAME SPECS:

Requirements:	640K RAM, VGA, Hard Drive
Sound Support:	Ad Lib Gold, Aria, Sound Blaster Pro, Roland
Controller:	Mouse (req.)
Available for:	PC, Amiga
Designed by:	Edward Grabowski
Distributed by:	Impressions
Retail Price:	$59.95
Hard Drive Space:	5.8 Meg
No. of Players:	One player (two w/ modem)

Not to be mistaken for World War Two, When Two Worlds War takes you to a new level of strategic conquest gaming. Impressions has worked hard to try to bring you the experience of pitting the resources of your own planet against those of another power-hungry world in a battle of increasing numbers and technological advances. Your home is the blue planet. Your job is to defend it from the wicked, hedonistic foul-smelling inhabitants of the Red Planet. Of course, the best way to to this is to get in there and blow them to smithereens before they are even aware that your peace-loving Blue



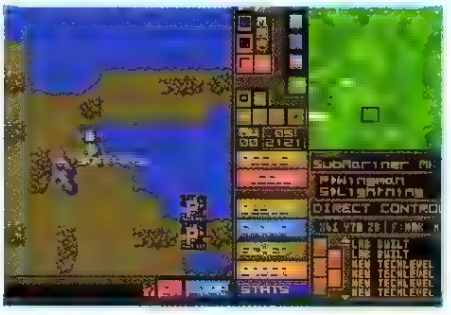
Set up the starting levels for each of the worlds to determine the difficulty.



There is a tutorial included in the game to help you get used to the controls.

planet exists. You may not be able to neutralize the threat that easily, but with luck and some sound strategy, you should be able to overcome the enemy.

When Two Worlds War starts you off with setting up both warring factions. It is up to you to decide what kind of planet each side starts with, and who has the advantage. Beginning players can give themselves an overwhelming advantage until they learn the game. More seasoned opponents can challenge themselves with a daunting handicap. A tutorial in the manual also helps to



The screen has all of the buttons to activate the various functions easily accessible.

walk you through the basic systems and functions so that you can jump quickly into the game. Some of the more in-depth parts of the game, such as mission programming, will require more detailed reading of the instruction book, but mastery of these things are not essential to being able to play.

In order to support your war effort, you will have to maintain a reasonable level of facilities to keep things flowing smoothly. You need Mines and Power Stations to supply the materials and energy necessary to build other facilities and units. In order to achieve advancements in the ten technologies that make up the military units, you should strive to have Sci-Labs. Finally, Food Farms are a must if you want to be able to support your units. Each of the facilities has a preferred terrain which allows it to be built more cheaply, and once you have enough up and running, you are ready to start kicking some butt.

There are six different military units (or MUs): tanks, subs, air fighters, space fighters, transports and satellites. Each consists of a set of ten technologies which can make

Build mines, farms and laboratories to supply the resources that you need to win.

them more powerful. Not all of the technologies may apply to every unit. Using the research capabilities of your labs, you can make advances in these ten areas. Thus, you can design new MUs with greater speed, more firepower or thicker armor. This can prove to be more valuable toward defeating the enemy than just overwhelming amounts of units.

Units can be controlled directly or through mission programs. When Two Worlds War comes with a large number of pre-made missions for specific tasks within their libraries, but there is also room for custom made programs of your own. With the proper use of the function, you can have your units constantly

You can choose the name and insignia of your bases and military units.

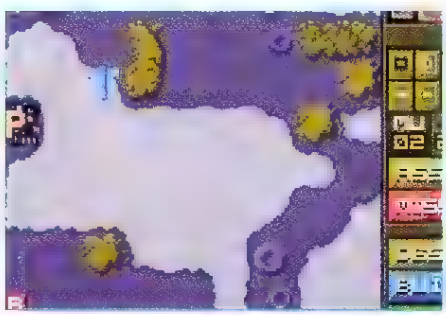
Take the fight to the enemy with tanks, space and air fighters, and subs.

patrolling your planet or seeking out enemy facilities while your attention is elsewhere.

The conflict is fought on three battlefields: both planets and the area of space in-between. However, it is the military prowess and overall success of your intensified invasion force on the Red planet which will determine if you are victorious or victimized.

Improve your technological levels in ten fields to make your units more powerful.

Easy access buttons for the major functions and panels which slide on and off the screen make controlling the game relatively simple. You have the choice of playing in real-time or a stop-and-go mode which allows you to control the action at your own pace. If you have the Aria sound card and speech recognition device, then you can use your own voice to play and control the workstation functions.



Invade and defeat the evil Red Planet before they can destroy you.

When Two Worlds War could have been a great conquest game, but as it is, it is only a mediocre one. There is are a lot of possibilities available in the way the game is set up. I love the way you can program your units with library or customized missions. The technology development idea is also one that I think should be included in any futuristic conquest game. I just wish that they had gone a little further with it and allowed more variety in your ability to research different technologies. Rather than just "firepower level three" or "air speed level five," I would have liked to have been able to develop all new devices and technologies. The actual conquest aspect is very simplified, with the crown going to whoever can take out all of the opposing forces the quickest. The game would have held my attention better if you needed more than just the biggest gun or most units to win. The game lacks any real sense of progressive victory until you finally defeat the enemy. A campaign or scenarios would have helped to increment the replay value of the game. While the terrain of the two worlds changes, this has so little real effect on the game that there is not a significant difference. When Two Worlds War can still be fun to play, but I think it could have been much more. ***-Alex***

3.5

When this particular title came into the office, I think everyone was excited. First off, the sound is great, and I do like the voice in the game a lot. The graphics are also very good. The question comes when examining the game play. I think that the game is O.K., and is deserving of a good mention. I think the best feature in the game is the way you program all of your forces separately. You can make them basically do anything you need them to do. It will help a lot if you read the instruction book, or at the very least, the tutorial. As always with Impressions, they give you a complete tutorial that is invaluable to the the player that just wants to hop in the game and start playing. There was an interesting thing in the game that kind of had me a little upset. This is the way the water is represented. I could not figure out for the life of me why the water was not blue. I know that the game occurs on another planet, but it confused me enough to where I had made several mistakes, and my units got stuck. I would have also liked more freedom in the development stages. Another good point in the game that I want to mention is the way you can name your routes that your units will take; this makes it much easier when you get deeper into the game! ***-Rick***

3.3

There are a lot of positive and a few negative things to be said about W2WW. I really like the look of the game, and the menus that pop in and out are very cool. While this doesn't affect the game play (having them appear as pull-down menus would be just as effective), it helps set the mood for the title. I also like the way each new war is set up. The graphic look is pretty spartan, but it's effective for this game. I did like how easy it was to research new technology and build units. A couple of button clicks, and you're on your way. There is also a pretty good tutorial, although I think it should go a little further with how to conduct combat, etc. Finally, while voice is not always important to me, I think it really adds a lot to this game. On the downside, W2WW is not something that you can take playing lightly. It will take a long time to learn and even longer to learn really well. Combat is over simplified; it would have been fun to take more of a hand in the actual battle rather than just telling a unit to go bomb something. It is a help that the game allows you to adjust the computer's IQ (from 2 up to 200), making learning the game a little less frustrating. It's got a lot in there, and gamers who take the time to really learn it will be satisfied with what they find. ***-Steve***

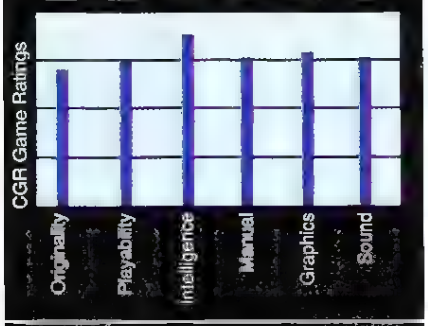
3.5

Cohort II

by Impressions

Overall Rating: 75%

70	75	88	76	79	76



GAME SPECS:

Requirements:	640k RAM, VGA, DOS 3.0
Sound Support:	Sound Blaster, Ad Lib
Controller:	Keyboard, Mouse
Available for:	PC and compatibles
Designed by:	Ed Grabowski, Andrew Prime
Distributed by:	Impressions
Retail Price:	$29.95
Hard Drive Space:	1.65 Meg
No. of Players:	1-2 Players

As you crouch behind the trees in the hills overlooking the new city of Rome, you can only hope you will make it through the day. The barbarians have been attacking with alarming regularity lately, and their forces seem to be endless. However, you are a Roman Centurion, one of the most powerful men in your cohort, and a fiercely loyal to the Empire. As you begin the march into the valley to confront your enemies, your pride and desire overtake your fear. It is time once again to defend Rome so that the glorious empire may expand to the very edges of the known world. Welcome to Cohort II, where you can recreate the thrill of commanding one of the most feared fighting machines in the history of mankind. You get to take command of each of your troops on an individual or widespread basis. There are 28 provided scenarios, or you can create your own. Cohort II features smooth scrolling graphics and enhanced game play. A special feature allows the game to link to Caesar for even more action!

The mighty Roman Empire was built on the strength of its many warriors.

The control scheme allows for widespread orders or particular instructions.

The scenarios are played out in full-color, with smooth animation of the battle.

An overhead view gives the commander a good look at how the battle is progressing.

The final statistics of the battle are given after you have succeeded in gaining victory.

Cohort II may have appeal for anyone who is into tactical battlefield warfare, but that is pretty much lost on me. I found the interface to be awkward to use. There is no real method for easily moving units around without stopping the action. The majority of the time seems to be spent getting the two armies together and then watching them flail at one another until one of them comes out on top. What I liked the most about the game is being able to plug it into Caesar, the empire building game, and use it to determine the results of the combats. I would not purchase Cohort II by itself, but maybe as a supplement for Caesar. ***-Alex***

72

Cohort II is a game that can be played by itself, or it can be interlaced with an Impressions game called Caesar. As military sims go, this one is built with beginning players in mind. There is also a tutorial with this game, but you will find that it is not really needed. You can pretty much figure out the game by yourself by looking at the instructions for certain things. The graphics are decent, but I would have liked to have seen some better animation. If you have a fast machine, the warriors will look like they are running a 10 mile race at full speed without stopping. All in all, if you play it with Caesar it is pretty good. ***-Rick***

72

Cohort II is not the usual military simulation. By itself, it also isn't as strong as the normal sim. The units are kind of difficult to control, since commanding them is done by a picture menu with no text to tell you what each picture does. The tutorial is a little unclear as well, and targeting my archers (I thought) caused them to rush into the thick of battle and get wiped out. Additionally, the battles move at a quick pace, and the animation is kind of funny rather than being serious and warlike. I like it for the fact that it's something different, and as a companion to Caesar, it's very cool, but as a stand-alone, I'd pass. ***-Steve***

71

Close encounters nightly.

For the cold reaches of space, there's an awful lot of chummy people here.

That's because Federation II isn't one of those shoot-the-ship computer games. This is a universe full of people. Real people, online, working with other real people in real time: busily building their fortunes, planets...nay, empires. And they'd love to throw some work your way so you can do the same.

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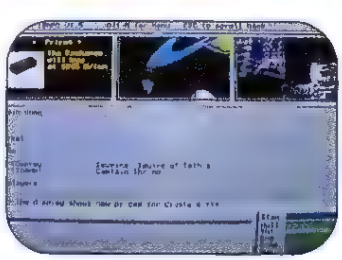

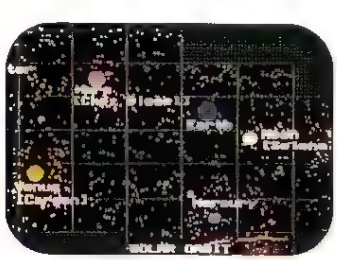

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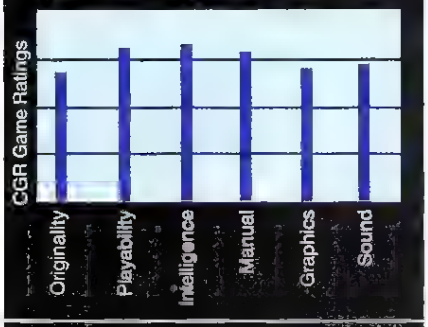
Crime City

by Micro Mysteries

Overall Rating: 70%

Originality	Playability	Intelligence	Manual	Graphics	Sound
68	80	82	78	70	72

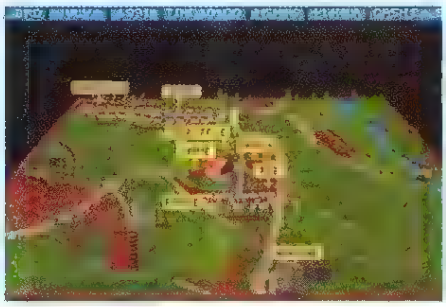


GAME SPECS:

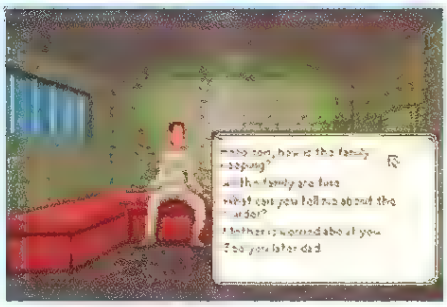
Requirements:	640K, EGA/VGA
Sound Support:	Ad Lib
Controller:	Mouse
Available for:	PC and compatibles
Designed by:	Micro Mysteries
Distributed by:	Impressions
Retail Price:	$14.95
Hard Drive Space:	.7 Meg
No. of Players:	One player

A terrible murder has been committed, and your father was framed for the crime! Bad luck and bad timing have pointed the finger at him, but there is evidence that he was not the killer. The police figure they have the case locked up and aren't willing to help, so you must be the one to crack the case, bring the real murderer to trial and free your father from incarceration. It doesn't help that you've never worked as a private investigator. Lucky for you, that was dad's job and you have access to his files and his office. You'll need money to continue your search, so use the computer in the game to play the stock market and make a little extra cash. Game play is easy; simply point-and-click on the location you wish to travel to and choose your method of transportation. Once you get there, click the mouse on items in the room to get more information and clues to solve the crime. You must act quickly, ask the right questions, get help from friends and get your father out of prison, because time is running out!

Use the computer files to learn about some possible suspects.

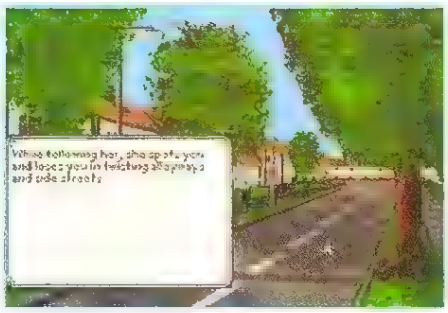


The city map allows you to move from location to location.



Talk with your imprisoned father about some possible leads.

To fund your investigation, play the stock market.



Conduct surveillance to look for possible suspicious activity.

Crime City is truly a weak game. I do not normally like to start off like that, but it is the way I feel. It simply fails to generate any sort of interest for the player, at least in my case. The graphics are second rate, and the story does not proceed smoothly at all. There does not appear to be any real structure to follow that would allow you to logically solve the case. Furthermore, there are factors such as fatigue and money that you have to watch and that really detracts from the main goal of solving the mystery and clearing your father's name. To be honest, there was not very much about this game that I did like. ***-Alex***

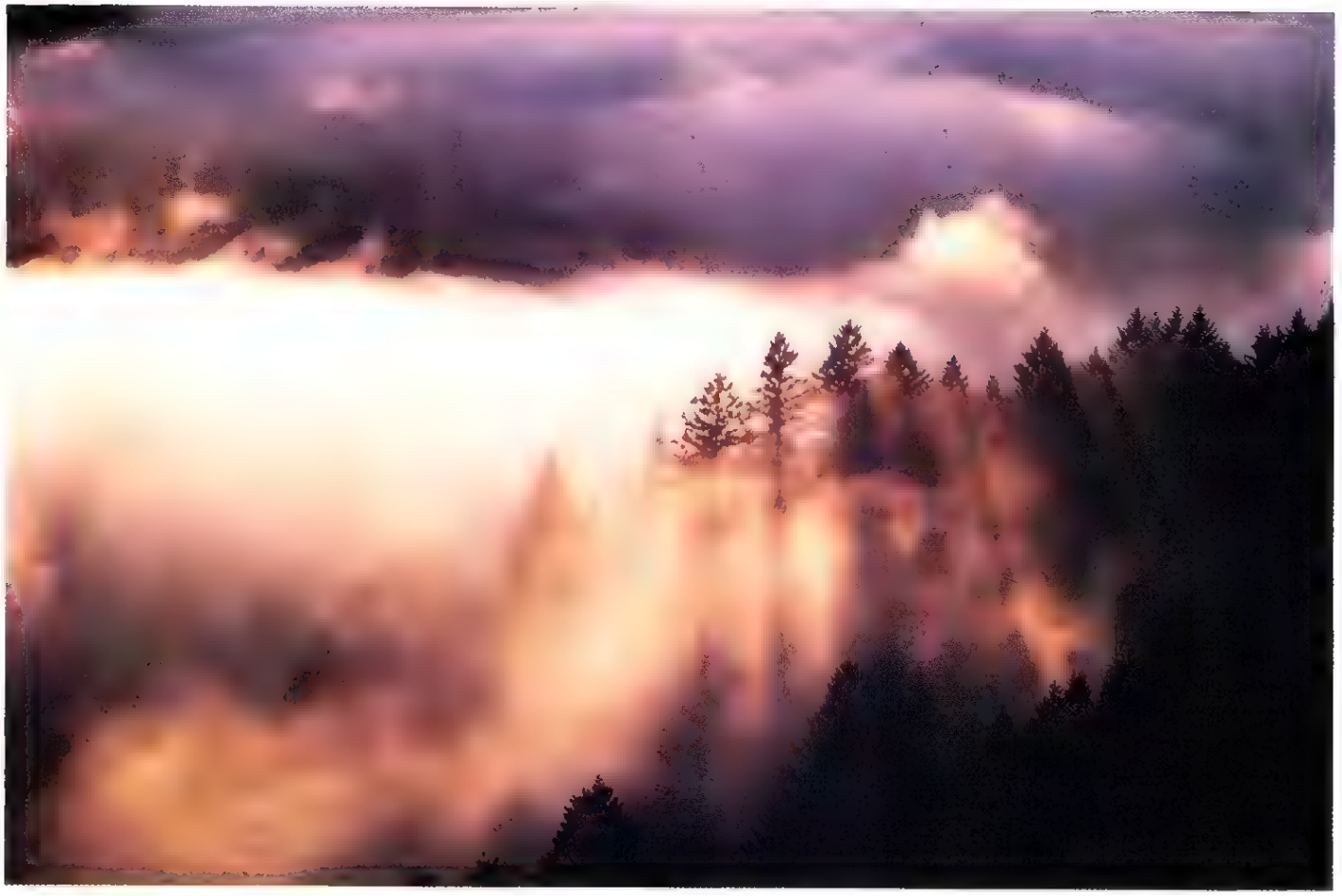
70

Crime City is not one of the best games on the market. The game was pretty dull–no, it was extremely dull. The graphics are only mediocre, and the sound is best left off. If you're a new adventure player, I guess this would be a good game to start on. If you are big into mysteries, forget it. I did like the manual, and that is about it. If there was a better story line in the game, it might have been worth playing. You can use a computer in the game, and it has a feature where you can play an old favorite called Breakout. Unfortunately, this happens to be the best part of the game! At least it is inexpensive. ***-Rick***

68

Crime City is not a game for those who have cracked computer crimes or played a lot of adventures before. However, for those new to the genre or detective story fans with no game experience, Crime City is a good place to start. The game is relatively easy; no major jumps in logic are required and the control scheme is very simple. I liked the inclusion of stock market play and the detective's love life as important elements in the game. This title will not be impressive to anyone who has spent much time gaming. Many will find it simplistic and quite boring. Newcomers should like it, and the price doesn't hurt. ***-Steve***

72



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GemStone III™: Shadow World® on GEnie® multi-player games

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GEnie is a registered trademark of General Electric Company
Optional graphic front end program available for IBM PC only

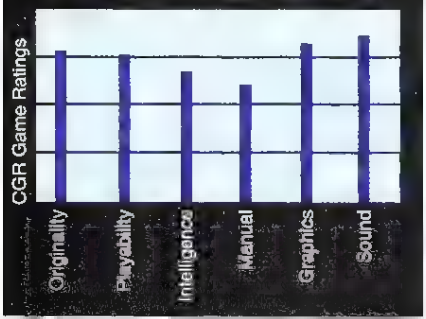
SIMUTRONICS

Wayne's World

by Capstone

Overall Rating: 75%

78	76	67	60	82	86

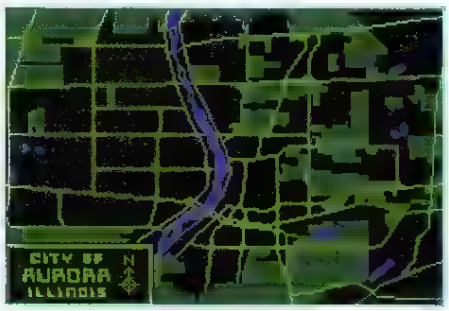


GAME SPECS:

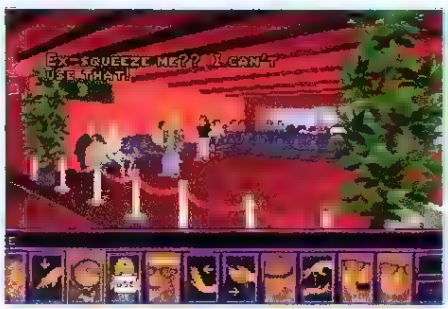
Requirements:	640K, Hard Drive
Sound Support:	Sound Blaster, Ad Lib, Roland
Controller:	Keyboard, Mouse
Available for:	PC and compatibles
Designed by:	Kelcey Simpson, Brent Smith
Distributed by:	Capstone
Retail Price:	$49.95
Hard Drive Space:	10.7 Meg
No. of Players:	One player

It's wacky, it's wild, it's Wayne's World, and now it's on your home computer. Take part in the adventures of your favorite Cable Access duo, the excellent Wayne and Garth. The mayor is being forced to make cutbacks to balance the city's budget, and Cable Access is one of the programs that is going to suffer. For the slower members of the audience, this means that Wayne's TV show is in dire jeopardy of suffering a truly heinous cancellation. The solution: a Pizza-Thon. The partying pair have to scour the vast wastelands of Aurora, Illinois in search of the help and materials they require to get their "Save Wayne's World" benefit going. They have only three days to raise a whopping $50,000 and save themselves from early retirement. This game has it all, travel to exotic places (like the Unemployment Office)... babes... trivia... babes... donuts... and even babes. But don't worry, another game just like it will come along soon; yeah, and simians might launch themselves from my body cavities.

Welcome to the center stage of Wayne's World: Wayne's basement.

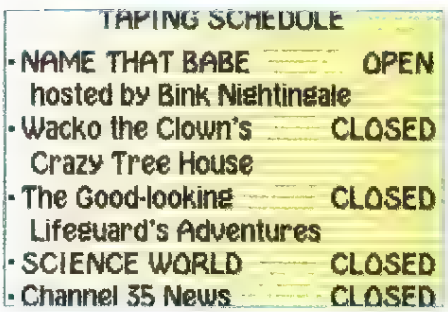


Aurora, Illinois is where the grand adventure you are about to undertake occurs.



The unemployment office is a good place to find people with time on their hands.

The mindless drones of D.R.A.G. would love to censor shows like Wayne's World.


TAPING SCHEDULE
· NAME THAT BABE hosted by Bink Nightingale OPEN
· Wacko the Clown's Crazy Tree House CLOSED
· The Good-looking Lifeguard's Adventures CLOSED
· SCIENCE WORLD CLOSED
· Channel 35 News CLOSED

Features like the "Extreme Close-Up" help you to work your way through the game.

Wayne's World would not make my top ten list, but it can still be reasonably entertaining, if you play it with the right attitude. Do not expect a great deal of depth. After all, the original premise is based on a concept that does not even take itself seriously. Also, do not look for amazing graphics; they are decent, but they won't blow you away. Third, you may be somewhat turned off by the sporadic usage of digitized Wayne quotes. I would have preferred the voice to have been used more regularly, if they were going to use it at all. Other than that, this is a perfectly playable game. Party on Wayne...Party on Garth. ***-Alex***

85

Wayne's World was a great movie, and the game is pretty good. In fact, I liked it a lot. The graphics are good, but they could have been better, and the sound could have been clearer, but the game has all of the fun that the movie had. There are a lot of famous quotes from the TV show and the motion picture as well. For example you will hear "Schwing, Excellent!" Sometimes you will even hear entire sentences, like the Wayne's World theme. The game has some problems with ease of control, but for me, it was only a little annoying. I think if you liked the movie and TV show, you will like this game as well! ***-Rick***

84

Wayne's World is a mish-mash of stuff. The digitized sounds are pretty good, particularly in the intro, but only certain phrases are used, so Wayne or Garth will suddenly blurt something out of the speakers. I was also really annoyed by the fact that you can't just walk to an exit, you have to "use" it to leave an area. The "extreme close-up" feature seems to have been added for no reason other than it makes an appearance on WW on SNL. The premise of the game is also pretty weak. Fortunately, a little of the Wayne 'n' Garth charm manages to make its way into the product. Party time. . . excellent. . .NOT! ***-Steve***

57

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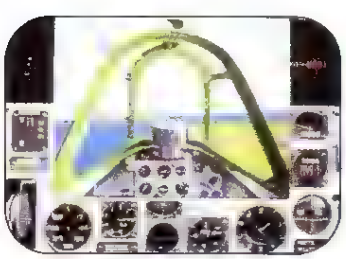

Air Warrior® on GEnie® multi-player games

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Graphic interface required and available for selected machines

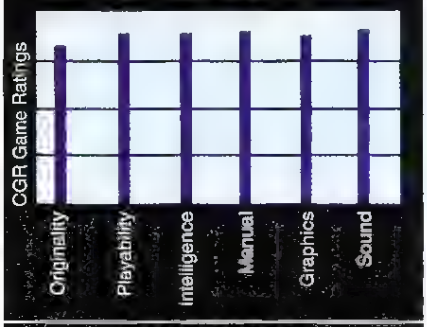
KESMAI corporation

The Lost Vikings

by Interplay

Overall Rating: 89%

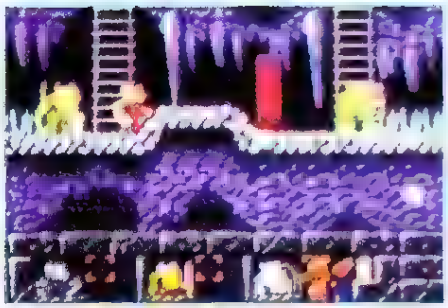
Originality	Playability	Intelligence	Manual	Graphics	Sound
83	89	89	90	88	91



GAME SPECS:

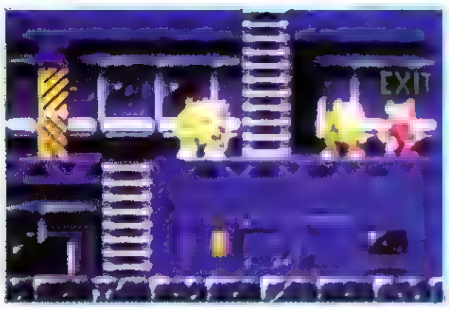
Requirements:	640K, VGA, Hard Disk
Sound Support:	Ad Lib, Sound Blaster, Roland, Pro Audio Spectrum
Controller:	Joystick, Keyboard,
Available for:	PC, Amiga
Designed by:	Silicon & Synapse
Distributed by:	Interplay
Retail Price:	$49.95
Hard Drive Space:	1.75 Meg
No. of Players:	One player

Erik the Swift, Baleog the Fierce and Olaf the Stout are the three mightiest warriors and hunters of their village. Since they are such fine specimens of the viking way of life, they have been chosen above all others in their community for a special privilege–to be exhibits in the intergalactic menagerie of the alien collector, Tomator. However, when they are snatched from their homes, a crossed circuit places them within the vast corridors of Tomator's spacecraft, not the holding cells. All the trio possess to aid in their escape are their wits, unique abilities and each other. Erik and his pals have to find the way through more than 35 levels with your help. The obstacles blocking your way do more than test the viking's individual abilities; they also require cooperation in order to bypass many of the areas. The Lost Vikings is set up to allow you to use either the keyboard or a joystick. It is also compatible for use with the Gravis PC Gamepad. Only you can help the vikings to find their way home.



The vikings must find their way through 37 grueling screens before they can go home.

Olaf the Stout gives his friend Erik a boost so that he can jump even higher.



The goal of each level is the same: get the heroic vikings safely to the exit.

Until you learn the basics, there are frequent hints to help you out.

Olaf and Baleog bid a fond farewell to the mighty viking hero, Erik the Swift.

Puzzle games are becoming more and more popular. At least, there seems to be more of them coming out. If they are all going to be of the same quality as The Lost Vikings, I would be happy to see the market flooded with them. The idea of multiple characters who must cooperate in order to achieve their objective has been done before, but I think that Vikings pulls it off in the best and most entertaining way. The distinct personalities of Olaf, Erik and Baleog draw you more into the game and make you care what happens to them. I just wish there were more levels, because I'm going to be bummed when I've finished these 37. ***-Alex***

I never heard anything about this game until it came in the other day. When I saw some of the other guys playing it, I thought is was kind of dumb, but when I started playing it for my review, I got into it. The graphics are good and the so is the sound, but I think the best part about the game is the humor. It is basically a puzzle game like Humans, but faster and more exciting. Each character has two different abilities that will help him through the maze. It is up to you to figure out what to do to get the vikings safely to the exit. This game will provide hours of nonstop action and fun, and I recommend it for all ages! ***-Rick***

The Lost Vikings is sort of similar to Gobliiins, sort of like Humans and a little bit like Lemmings. It is, however, a totally new gaming experience, and it's one of the best puzzle games I've played. The graphics are very nice and the music is excellent. The game play is also a treat; it takes about five minutes to learn the entire game. On the downside, the scrolling is a little hazy, and after a few levels of watching the screen sort of fuzz around, I got a headache. Also, with only 37 levels, there aren't quite enough challenges to really make this game work. I like Lost Vikings, but I like it in small doses or with my Tylenol. ***-Steve***

Edward Grabowski's

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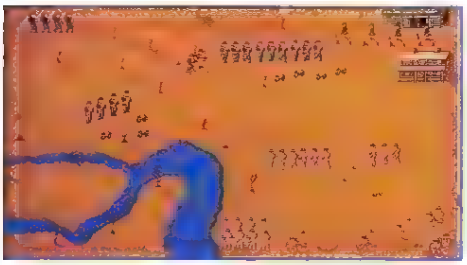

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IBM PC VGA Screenshots

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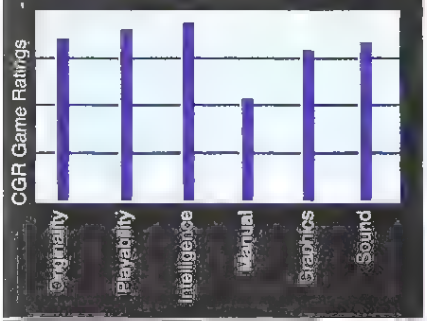
CrossWire
by Silver Sun

Overall Rating: 79%

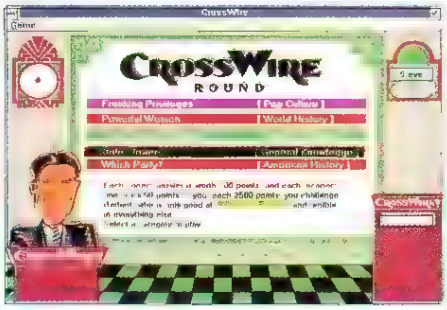
Originality	Playability	Intelligence	Manual	Graphics	Sound
84	89	92	52	78	82



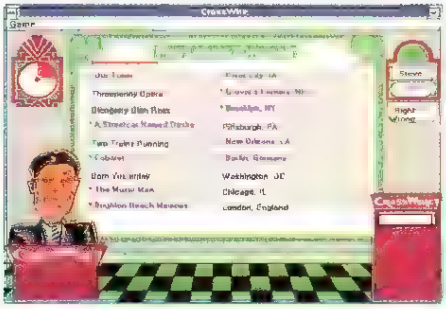
GAME SPECS:

Requirements:	386+, 2MB RAM, VGA, Windows 3.1 or better
Sound Support:	Sound Blaster
Controller:	Mouse (required)
Available for:	PC and compatibles
Designed by:	Silver Sun
Distributed by:	Silver Sun
Retail Price:	$39.95
Hard Drive Space:	4.5 Meg
No. of Players:	One player

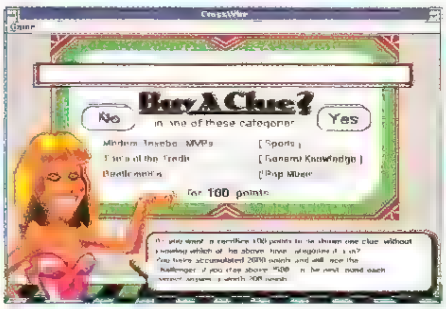
Remember matching tests from school? For those with faulty memories, these are the tests where you must match items in one column with those in another column. Using that principle, Silver Sun has created CrossWire, a pseudo-game show where you try your knowledge on a variety of topics. In the first round, CrossWire, you select three out of five categories to play, earning points for each correct answer. If you have enough points to continue, you move on to LiveWire. Here, you compete against a computer opponent using one of the two categories left over from the CrossWire round. If you make more matches than your opponent, you'll get a shot at the HighWire. In this round, a topic is given to you, and you must match the two columns. However, there is a bogus clue in each column, and if you try to match one of the bogus answers to another, you're out. If you win, you select a prize in the HotWire room. Win the seven super prizes and you'll become a new champion!



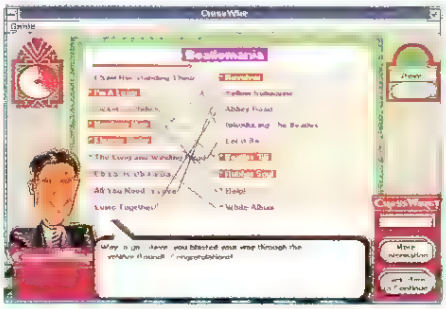
Pick your categories wisely, or you may not score enough to advance.



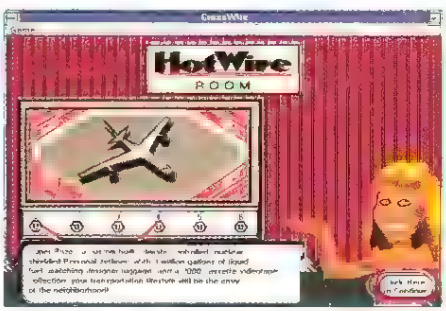
Each correct match earns points. A wrong guess deducts from your total score.



Buying a clue will give you a match in one of the three categories left.



A fierce game of LiveWire sends you to the final round and the HighWire board.



Fabulous prizes await the winner who masters the HotWire room.

I am not a trivia buff, and that kind of skill really helps in this game. Fortunately, there is a wide variety of topics available, some of which I know pretty well. The game itself is set up in a game show style, which makes it relatively fun to play even if you do not always do well. My main problem is that they make it very difficult to win a prize if the randomly chosen final topic does not fall within your area of expertise. There are a lot of cool prizes to win, most of which you would not see on a real game show, but that you might really like to win. As long as they do not give me history or geography questions, I like this game. ***-Alex***

I found this game to be entertaining for about fifteen minutes. Trivia is good only when I am completely bored, so something else in this game has to catch my fancy. The next thing I looked at were the graphics. Yes, they are nice, but for this type of game are they really important? No. Next, I listened to the sounds. Annoying is the only word that comes to mind! About the only thing this game has for me is the learning aspect, and I won't play it long enough to enjoy it. If you are extremely bored, you may have fun with this game for awhile, but if want some fun and fast action, take a pass, and look for another match. ***-Rick***

Silver Sun has made an interesting debut with CrossWire. Graphically, the game is nothing exciting. The music and sounds tend to get annoying after some time. The game play is pretty limited (click here, click there). However, CrossWire has one major factor going for it. This is one of the most addicting things I've ever played! I wanted to test it out and ended up playing for a couple of hours. Some of the questions and categories are painful (like foreign currency in American dollars as of June, 1993), which really adds to the game. I also played about 50 games without a repeat category. I want add-ons for this! ***-Steve***

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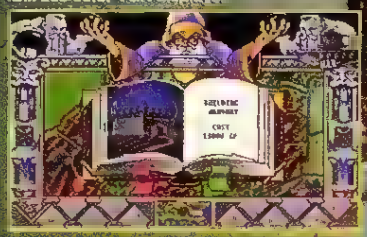

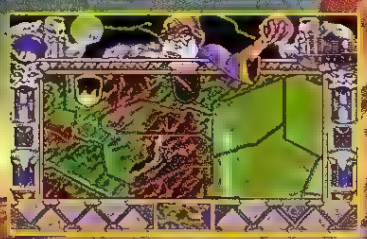

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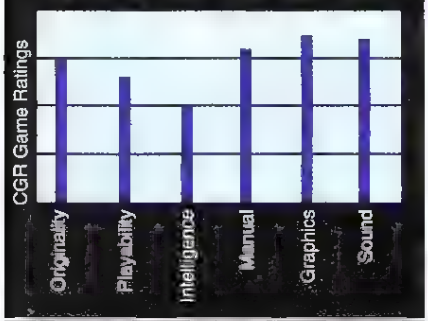
Pinball for Windows

by Dynamix

Overall Rating: 74%

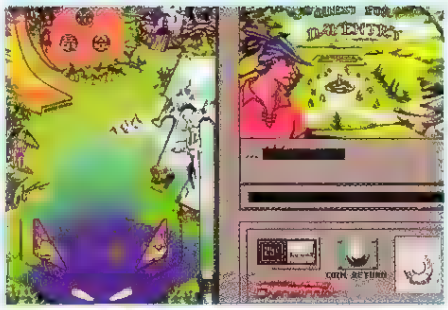
Originality	Playability	Intelligence	Manual	Graphics	Sound
75	65	50	80	87	85



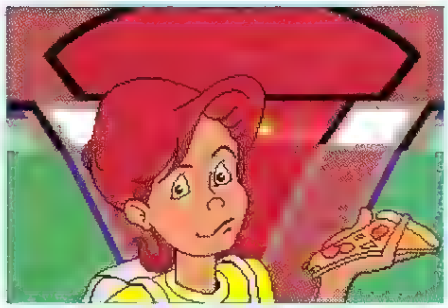
GAME SPECS:

Requirements:	2MB RAM, Windows 3.1, VGA, Hard Drive
Sound Support:	Compatible Sound cards with DAC
Controller:	Keyboard
Available for:	PC and compatibles
Designed by:	Scott Wallin
Distributed by:	Dynamix
Retail Price:	$39.95
Hard Drive Space:	6 Meg
No. of Players:	1-4 players

Dynamix is known for quality games, but through its connection with Sierra, it is also associated with a number of great adventure games. With Pinball for Windows, they take a direction where they have never gone before. You may have played pinball on the computer in the past, but never like this. Some of the best known and most loved Sierra characters take on a new life, starring in their very own pinball games. Leisure Suit Larry, Willy Beamish and Roger Wilco are just some of the people you will encounter as you play. Shoot for a high score by yourself, or play against up to three friends to see who can do the best. You can expect the same type of features that you would find in any ordinary pinball game, like bumpers and chutes. Pinball for Windows offers a lot more though, in the form of animations and other events that just could not be done on a real pinball machine. So if your ready to take another break, do it with the second game in the Take-A-Break series: Pinball for Windows.

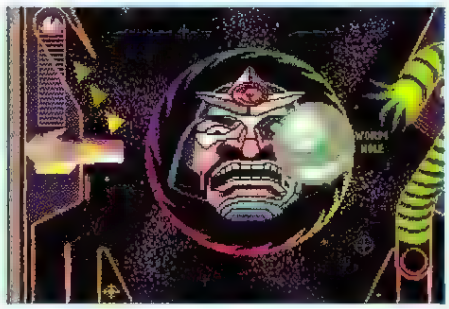


Visit the magical world of King's Quest in The Quest for Daventry.



Occasionally, you will get pictures featuring the major characters of the games.

Try to help Leisure Suit Larry score big with the ladies, and he will help your own score.



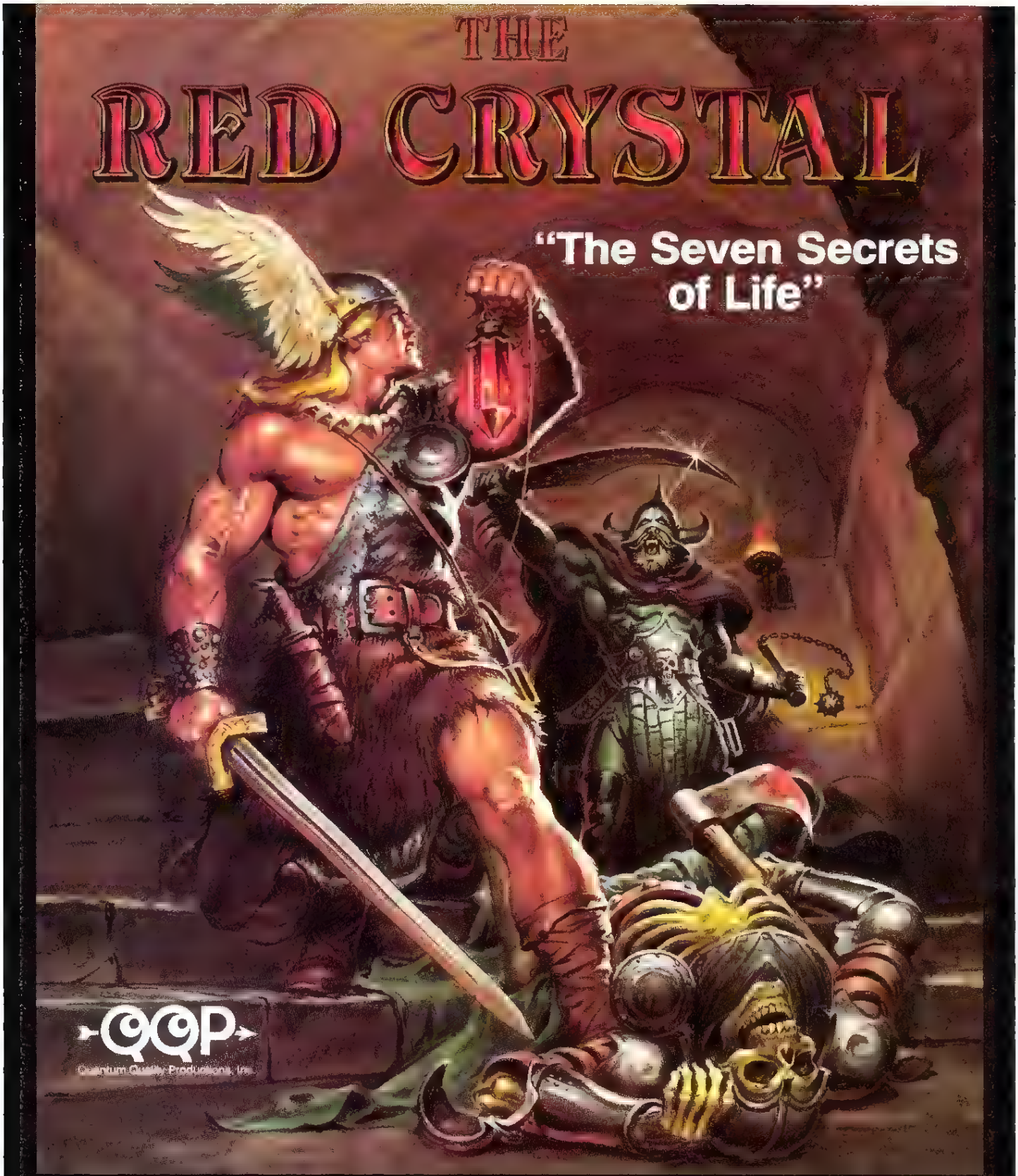
Pinball for Windows can do things that no real arcade pinball machine can do.

There are eight different game screens to challenge your pinball wizardry.

I think Pinball for Windows goes further toward taking advantage of the computer format than any other computer pinball game. Unfortunately, the game suffers from serious playability problems that detract greatly from the neat features. First, due to the colorfully drawn boards, it can be difficult to tell exactly what is active on the board and what is merely background. At times, it can even be hard to see the ball. There are also some problems with having the ball slow down and speed up without reason, which can throw you off. A lot of the extras are cool, but it needed to be playable as a pinball game first. ***-Alex***

I always love a good pinball game, but this one does not cut it. While the sounds are great and I like the idea of using various characters of games, it seems like the game is lacking control. For example, when the ball is rolling down to your flipper, you cannot stop as you can in a real pinball game. The backgrounds were also way too dark! I could hardly see the ball! There are a couple of functions that I did like to play with; one was the gravity, but it gets old quickly. I think that this game is another addition to my rainy day collection, but I would not play it too often otherwise. Looks like it's back to arcade pinball for me. ***-Rick***

Computer pinball games seem to be all one way or the other. They're either totally realistic and don't take advantage of the medium, or they do take advantage of the computer format and fail in terms of playability. Take a Break falls into the second category. While I love the variety of playing fields and the messages and special events that pop up are cool, the game is very tough to play. It can be hard to tell what you should aim for in any of the games. Also, even with the speed dropped down, the ball occasionally moves so fast that it slides out without giving you a chance to react or save it. Tilt! ***-Steve***



Seek out the seven secrets of life . . . . Can you forge through the evil that lurks in the depths of the eerie dungeons, the ominous castle towers and the savage countryside? Play alone or with a partner. Simply, one fine adventure and role playing endeavor.

- **MODEM PLAY**
- **1 OR 2 PLAYERS WORKING TOGETHER OR IN HEAD TO HEAD COMPETITION**
- **BREATHTAKING GRAPHICS**
- **FASCINATING ECONOMIC SYSTEM**
- **LARGE VARIETY OF MONSTER TYPES**
- **OVER 50 DUNGEON LEVELS**
- **AUTO-MAPPING FEATURE**

The "Red Crystal: Seven Secrets of Life" is for the IBM PC. It can be obtained through your favorite retailer or ordered directly by calling:

908-788-2799

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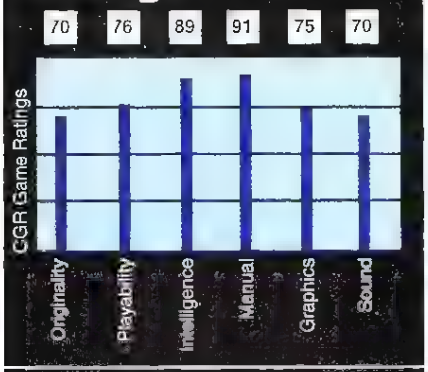
A320 Airbus

by Thalion

Overall Rating: 72%



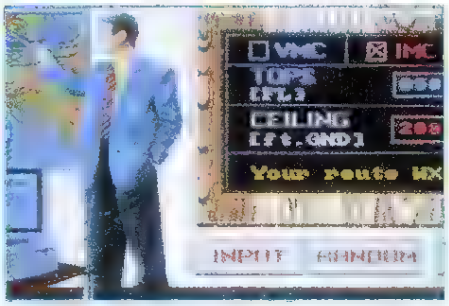
GAME SPECS:

Requirements:	386 or 486, 16MHz, VGA
Sound Support:	Ad Lib, Sound Blaster
Controller:	Mouse (req.) or Joystick
Available for:	PC and compatibles
Designed by:	Jurgen Friedrich
Distributed by:	Thalion
Retail Price:	$69.95
Hard Drive Space:	.65 Meg
No. of Players:	One player

Welcome, Captain. You are in charge of an Airbus A320. You will learn how to fly this magnificent aircraft and also learn how to make flight charts as well as how to proceed in an emergency situation. Have no fear, there are plenty of training modes to help you get started. A320 Airbus allows you to fly to over 240 airports in the continental United States with more than 700 navigational aids. Also included in a large book are 300 Jeppesen Approach Charts for ILS of VOR approaches. You will be able to battle weather patterns, either by choice or have the computer pick a random weather pattern. A320 was designed by a high-ranking Luftwaffe officer and pilot. This project has been a long one (over four years in the making), and the end product shows the work and dedication that went into its production. Remember to always lower your gear for a safe, fun landing with A320 Airbus. Experience this game and see why it is currently the hottest flight simulator in Europe!

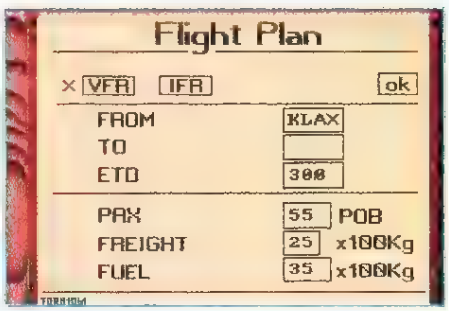
Your final destination is easily selected with the use of the map.

You are in control of this mighty plane; all of the decisions are yours.



As the captain of the plane, you must follow your instructions to the letter.

Before flying actual duty, take part in some training missions.



You must learn how to file a flight plan before you can actually fly!

66

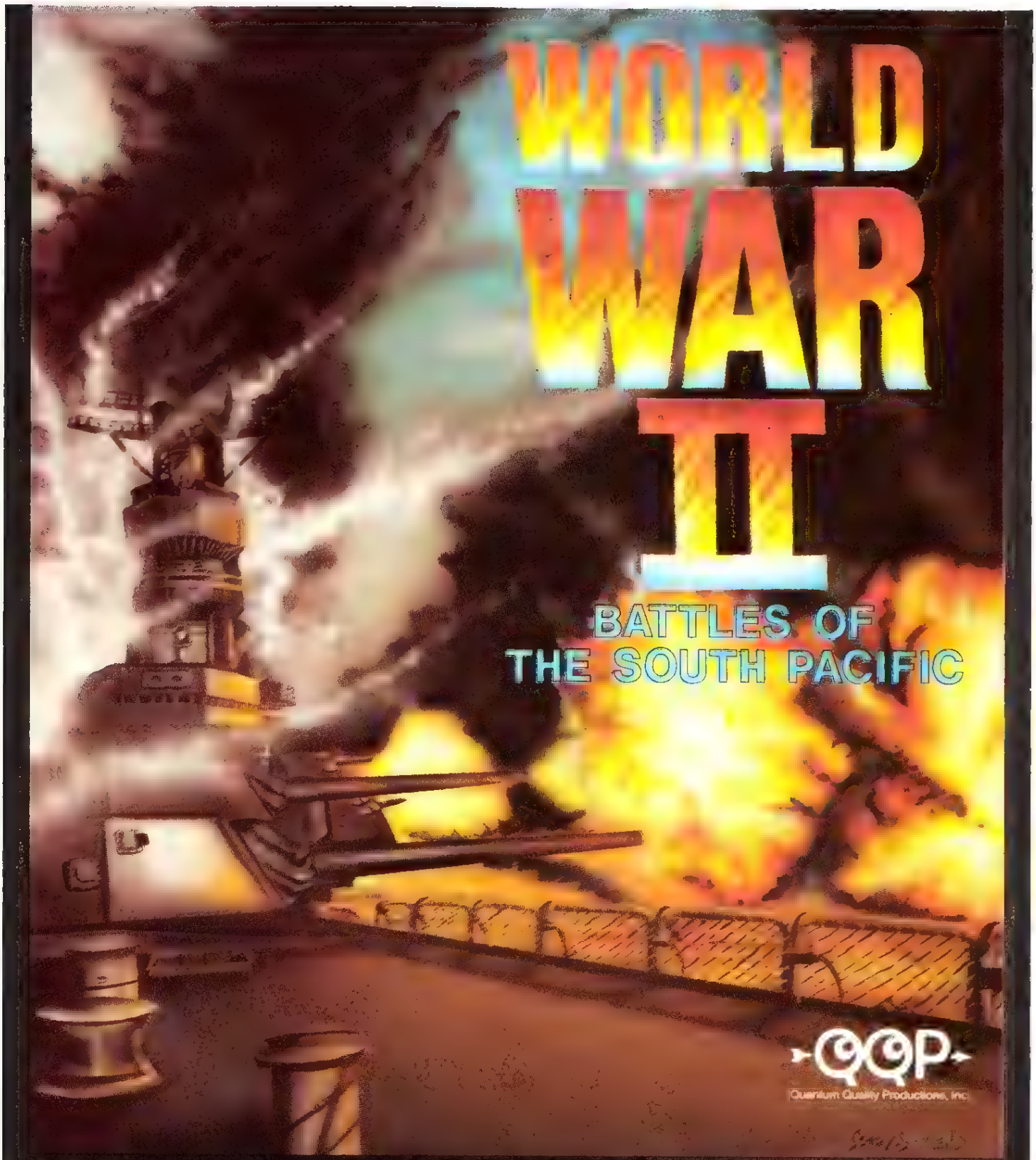
Airbus is not as hard to get into as other true flight sims of its type, but it is no more exciting, either. A brief manual tutorial helps you to learn the basics with little difficulty. One thing that did perk my interest a bit more was that you can actually play it as a career. As you log a certain amount of flight time and pass the standardization tests, you are able to gain promotions which is probably the thing that I liked most about the game. Having to deal with all of the extras like fuel and cargo kind of bogged down what was already a dull game, by my estimation. I'm sure that there is a market for this game, but not on my hard drive. ***-Alex***

83

First of all, people who do not like big, thick manuals will not like this game. This is a true flight simulator, not a supposed one like X-Wing. You will have to file flight plans, calculate your weight and fuel, and so on. This game does not have a lot to offer in the way of graphics and sound, but it excels in the technical aspect. You even get to pick how many passengers and cargo you are going to take. The maps that come with this game are also very well done. The plane flies with precision, but even if you are an experienced FS4 pilot, it will take some time to get used to. All in all, this is a very good simulation! ***-Rick***

64

For the person who really wants to be a pilot someday, A320 Airbus is an extremely detailed simulation with much to offer. For the other 99% of the population, this game is akin to watching ice melt. It's dull. While I like a good flight simulator every now and again, I want to actually accomplish something more than transporting people and cargo from Dallas to Boston. There just isn't enough game in this game. Filing flight plans and computing fuel allowances may be accurate, but it sure isn't exciting or remotely fun. The realism is there, but the entertainment isn't. Now I know why I hate air travel as much as I do. ***-Steve***



The time: World War II
The place: The South Pacific
Wage war for the sole ownership of the South Pacific. Historically correct battles challenge all, to do better than the Navy did as it happened in WWII. Not only naval combat, but air and land combat. Create and transport armies to enemy ports through air, naval, and bombardments from your adversaries to take over their bases.

- **MANY SCORCHING BATTLES TO CHOOSE FROM**
- **PLAY JAPANESE OR U.S. FORCES**
- **MODEM PLAY**
- **EXPERT MENUS OR NOVICE MENU**
- **SEVERAL LEVELS OF DIFFICULTY**
- **STUNNING HISTORICAL ACCURACY**
- **HUNDREDS OF SHIP AND PLANE TYPES**
- **INTUITIVE INTERFACE**

The "WWII: Battles of the Pacific" is for the IBM PC. It can be obtained through your favorite retailer or ordered directly by calling:
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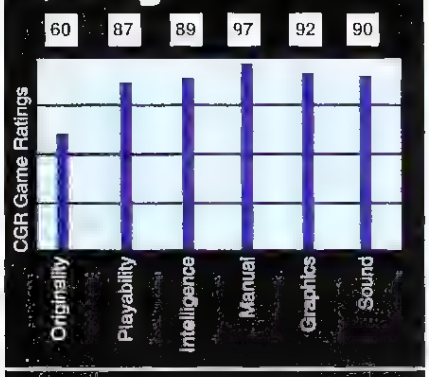
Tornado

by Spectrum Holobyte

Overall Rating: 86%



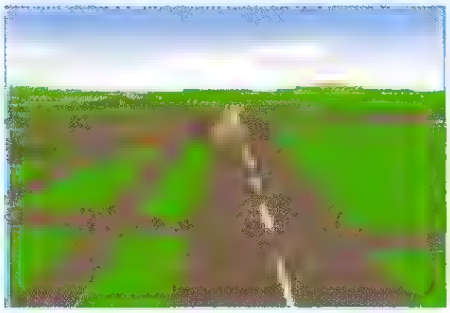
GAME SPECS:

Requirements:	16MHz, 386sx or better, mouse
Sound Support:	Ad Lib, Sound Blaster or Roland
Controller:	Keyboard, joystick
Available for:	PC and compatibles
Designed by:	Spectrum Holobyte
Distributed by:	Spectrum Holobyte
Retail Price:	$79.95
Hard Drive Space:	10.6 Meg
No. of Players:	1 players

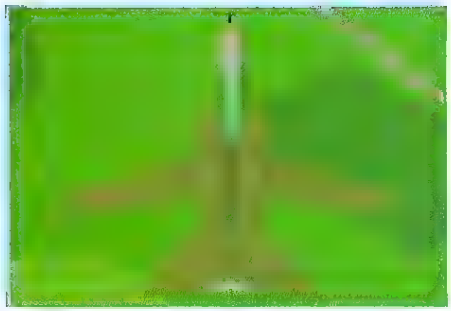
Welcome to Tornado, possibly one of the most comprehensive flight simulators available. Whether you have played every flight simulator out there or have never sat behind the cockpit of a computer aircraft before, Tornado has a feature for you.

A wide variety of options in the game, starting from non-exercises in the simulator, prepare you for a range of combat options. It may be only possible to appreciate the depth of Tornado after several hours of intensive play.

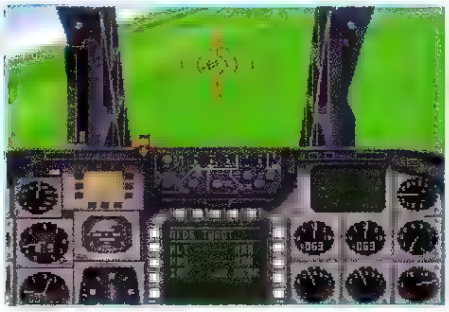
Tornado is a remarkably complete simulation of the Tornado GR4 Interdictor/Strike (IDS) and F3 Air Defense Variant (ADV) aircraft. If you followed the air war in the Persian Gulf, you will know that this was the aircraft given the job of keeping the Iraqi Air Force on the ground by destroying Iraqi airfields. Its purpose was to penetrate deep into enemy territory by flying as low and as fast as possible and deliver bombs with pinpoint accuracy. The Tornado can do all of these things, even at night and in dense fog. At low levels, in the environment it was designed for, it is the fastest aircraft in the world.



An outside view shows your Tornado just after take-off!



A satellite view shows your Tornado getting ready for an attack.

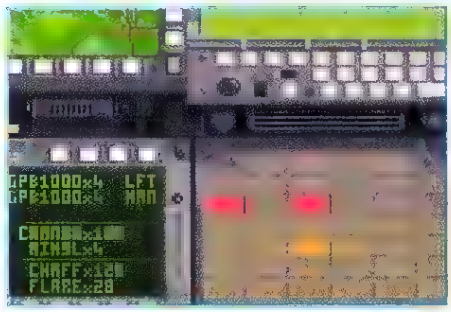


Inside the cockpit of your Tornado, your sights are set on the runway ahead.

The Tornado is equipped as a long-range, long endurance two-seat interceptor. It has a powerful radar optimized for air-to-air fighting, and carries medium-range radar-guided missiles. Even with a crew of two, there is a lot to do, and the situation can change so fast that most of the time the aircraft is flown by an extremely smart autopilot. If this overwhelms you, don't despair; you don't have to do it all at once, and in-depth flight training is provided from an absolute beginner level if you need it. To help improve the accuracy in the simulation, Spectrum HoloByte received video and photographic material and technical reports from the Royal Air Force and the Royal Aeronautical Society.

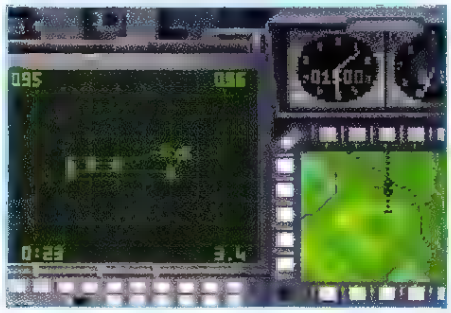
The sound of the engines intensifies as you roll down the runway for the first time. If you did not read any of the instructions, you will find the the warning tones you hear and see are all to real. Switch back to the navigator's seat, and you will get a detailed screen of warning systems. All of the gauges you see are real and in their actual locations, right down to the analog clock!

The mission planning screen was designed for anyone to use. With just a little bit of reading, you will be able to plot courses by setting waypoints. You can even have the computer fly your plane for you and you can have the computer assist in landing it by turning certain levels of help on or off.

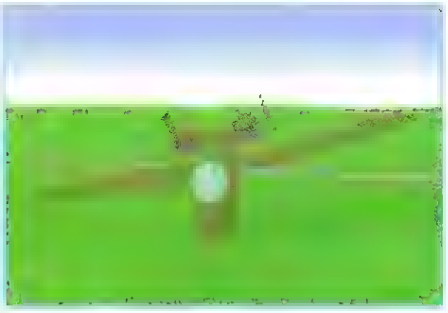


Uh, oh! A warning tone sounds and brings your attention to the alarm board!

After you can fly the aircraft, the combat missions are incredibly realistic! As you drop your ordinances, make sure you switch to your weapons view; you will see sights never seen before in a game like this. All of the weapons function as they do in the real world. For example, if you drop a bomb that has a parachute, you will actually see it deploy! Another very interesting aspect of the simulation is when the enemy fires at you, you may just duck at the computer screen the first



As the man in the back seat, your role turns to coordinating the attack.



An A-10 fighter is going to help you out on an attack. Thank God for wingmen!

time you see it. Tornado has full 256 color VGA graphics to give you all the action with fantastic color! You can also coordinate up to six Tornados at a time. If you like the challenge of flight, and are willing to take an hour or so to read the important information on the game, you will no doubt have lots of fun and challenging flights.

Can you make it back alive, with

With the on-line library, you will see all of the aircraft you fly with or against.

one engine out and flap damage? Remember all of the lessons that you learned, because now it all comes into play. Remember your speed and flaps schedule, and don't sweep your wings until you have to. If you think you are an armchair pilot whiz, think again. Even you will have to re-learn how to fly a truly remarkable plane. Will you end up as the hero in this game, or will you crash and burn?

Some of the ground forces you will encounter will be very difficult to beat.

There are some pretty impressive features in the Tornado program. One of the them which impressed me the most was the easy-to-use mission planner. With just a couple of point-and-clicks, you can design your own missions complete with waypoints and objectives. The plane in Tornado is a little bit more controllable than some other flight sims, but there is still a lot of difficulty trying to find, let alone shoot down, opposing aircraft. I have to admit though, I had difficulty just getting it off the ground. While that may (or may not) be realistic, it does not contribute positively to the game. At least this is true for me; however, anyone who is a fanatic for realism may disagree strongly. Tornado also has the dubious distinction of being the most complicated flight sim (and possibly game) that I have ever played. This is also almost the only game of this type that really gave me the feeling of being part of a greater effort, instead of just a lone plane or squadron against insurmountable odds. Trying to remember what all of the buttons on the keyboard did was quite insurmountable, even with the included cardboard cutout. Tornado is a well programmed and detailed game, but it is just so complex that is was too intimidating to be very fun for me. ***-Alex***

79

Tornado is definitely a realistic flight simulator! In fact, when you are flying the plane at night or dusk and you come across some tracer bullets, you will be in awe! The game is not only graphically great, but the sounds in the game are equally impressive, especially when you get hit or do something stupid, like not raising your gear on take-off. You will soon learn what it would be like to be in a cockpit and hear alarms and see several flashing lights all of a sudden. I have played other flight games that have warning alarms and lights, but I never felt an actual sense of urgency as I did in this game. The weapons views are also very good and quite detailed in their look and use. The mission planner is also very good, detailed, and easy to use, once you read at least a portion of the instructions. To get the full enjoyment out of this game, you will have to read the important part of the manual. It will take you a while to learn how to fly, even if you are a flight simulator nut like me. However, do not give up; it gets easier as you play the game. One of the best moments I had in the game was coming in on final approach with major damage, including flaps, and I had to sweep my wings back. I did not account for engine speed, and I just missed the runway! ***-Rick***

86

Tornado is pretty cool. There are a lot of things I like about this simulation. For one thing, it's pretty easy to control. In fact, I had an easy time getting from place to place using the keyboard to control the aircraft. The quick start feature allows you to jump right into the simulation, which I like. There is also a very detailed sim if you take the long way around. The manual is roughly the size of War and Peace; if you're going to get into the real guts of this simulation, plan to do it on your next vacation. It's very detailed and very technical, although veteran sim players will probably have a huge advantage over newcomers. Perhaps the nicest feature of the game is the excellent mission builder. It takes a couple of minutes to learn how to use it, and after that, it's a piece of cake. Perhaps the biggest drawback to this simulation is that to really get the full experience of the game you have to dedicate too much time to it. While I like the game and enjoyed playing it, I don't feel a game should ask a player to devote this much time to learning a control system. True, there is a way for complete beginners to ease into the game, but again, it takes so much time to learn. It's cool and realistic, but I've got other things I want to do with my PC. ***-Steve***

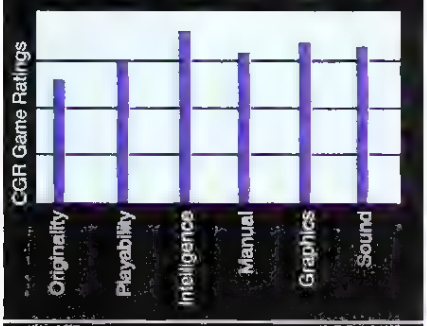
83

Seven Cities of Gold 2

by Electronic Arts

Overall Rating: 77%

Originality	Playability	Intelligence	Manual	Graphics	Sound
65	75	83	79	84	82

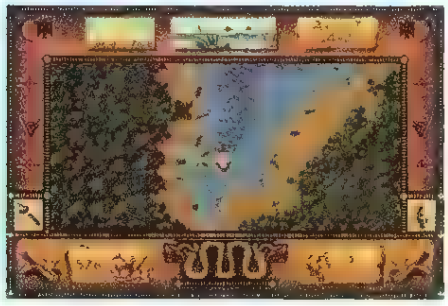


GAME SPECS:

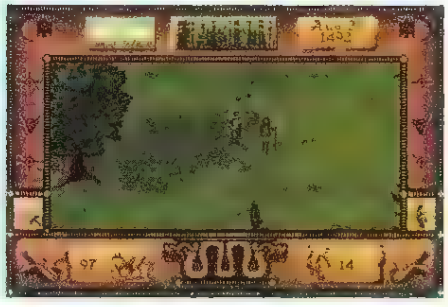
Requirements:	VGA, 640K
Sound Support:	Ad Lib, Roland, Sound Blaster
Controller:	Keyboard, Joystick
Available for:	PC and compatibles
Designed by:	Electronic Arts
Distributed by:	Electronic Arts
Retail Price:	$59.95
Hard Drive Space:	3.2 Meg
No. of Players:	One player

Set forth on a voyage of discovery and adventure as you seek the New World in the 16th century. Your goal is to find and explore this land, gather resources, trade with native dwellers and set up missions and forts to stake your permanent claim in this world. You begin your journey in the audience of the king and queen of Spain, who will charge you to seek new lands to explore and new riches to find. Your funds are limited at the start, and with them, you must purchase a ship, recruit men, explorers and priests, buy horses and food and load up on supplies to establish trade routes with the native peoples. Once in the New World, send parties on land to look for cities and establish contact with local chiefs. Some can be amazed by your "magic" while others will ask for many gifts before they will allow you to trade. Deal with them unfairly, and they will threaten you or ambush you as you walk back to your ship. Mine for gold, establish colonies and bring riches back to Barcelona!

Your ship is the key to fame, fortune and future colonization of the new world.



Drop off men and supplies to explore the Western Hemisphere.



Once inside a native city, look for the chief to build a trade route.

New plants, spice, artifacts and gold await the savvy trader.

The court is pleased to see you are
still alive.
You need to accomplish your mission
of establishing the flag in the New
World. As news of this land travels to

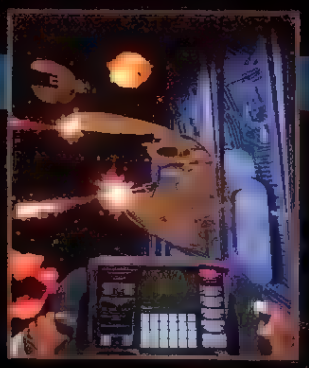
Back in Spain, the king and queen will ask you to establish colonies in the new world.

The graphics are nice, the sounds are better, but the game just is not there. Discovery-type games like this require a bit of spicing up in order to truly do well. Simply sailing across the world and running up against a few crazed natives is just not enough to hold my attention for a reasonable length of time. I have always had a hard time getting into games where the primary goal is making money by trading and the management of commodities. Does this bore anyone else to tears, or is it just me? I really tried to give this game a good chance to win me over, but I just could not fight off the lethargy and apathy it inspired. Sorry. ***-Alex***

I played Seven Cities of Gold on my Commodore 64 years ago, and liked it. This version is just about the same with better graphics (but still not incredibly impressive). I did, however, like the sound a lot, but in today's market it needs just a little bit more. I very much liked the way the game maps out the land; I wish more games would do the same thing. I did find that this version was also a lot harder than the Commodore 64's, and I think that it is excellent that they upgraded it. All in all, I this is not a bad game for beginning gamers, but I don't think that the seasoned veterans will like it. Not a game of gold, but probably a silver! ***-Rick***

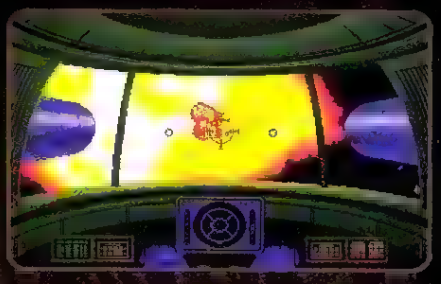
Seven Cities of Gold was a classic computer game from about ten years ago. This is reason enough to warrant a sequel. The graphics are pretty and the sounds are good, too. The problems I have with this game lie in the area of excitement. Too much of the game is spent sailing back and forth between continents and walking around looking for cities. Exploration games can be fun, but this one doesn't offer enough. You find cities and trade, then you establish colonies and missions. I was bored with the game after a few Atlantic crossings. More from other European states or additional options would have helped a lot. ***-Steve***

ACADEMY™



Relentless Space Combat — For Naive Rookies or Hardened Vets

As a student at the TCSN Academy, you custom-design and fly unique combat, rescue, and search and retrieval missions from the CyberSchool's holographic simulator. In the *Wing Commander*® tradition, the game features a dynamic musical score, improved rendered, bit-mapped graphics, and a dazzling array of customizing options. But *Wing Commander Academy* is not another cinematic extravaganza — it's an intense dogfighting marathon.



Actual screens may vary.

- Custom-design a variety of missions that match your skill level as you place fighters, capital ships, data pods and ejected pilots – up to 10 in each of the four action spheres.
- Save up to 24 games to disk and trade with your friends or upload them to bulletin boards to challenge others.
- Request random missions where each action sphere yields an unknown number of enemy ships with pilots of varying skill levels.
- Climb into the cockpits of the new Confederation *Wraith* or Kilrathi *Jrathek* fighters for a new combat experience.
- Select a cybernet wingman – from a frightened cadet to a hotshot veteran.
- Fly from the cockpit view or try the chase-plane view for a new perspective on the dogfighting action.
- Sharpen your combat skills as you compete for high-point honors.
- Engage the "Gauntlet" – a dogfighting marathon with 15 progressively difficult levels of attacking ships – including three flights of fighters in each level.
- Build missions so tough that even our professional *Wing Commander* pilots can't survive.

A Stand Alone Game — No previous Wing Commander experience necessary.

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P.O. BOX 161750 AUSTIN, TX 78716

For MS-DOS 386SX, 386, 486 or 100% compatible systems.
Sound Support: Ad Lib, Sound Blaster, Roland LAPC-1 or 100% compatible sound card required for music.
Requires: 256-color VGA, 2 megs RAM, 5 megs hard drive space free, joystick.

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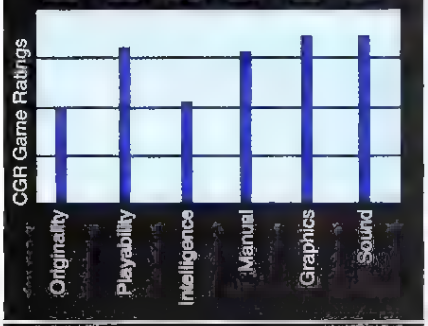
Desert Strike

by Electronic Arts

Overall Rating: 70%

50 80 53 78 86 86

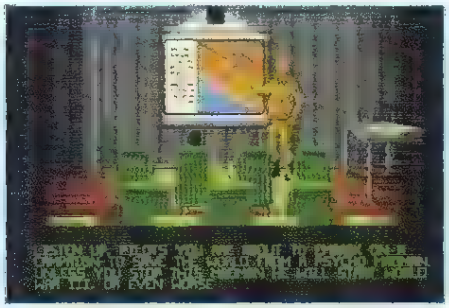


GAME SPECS:

Requirements:	1 MB RAM
Sound Support:	N/A
Controller:	Joystick, Mouse
Available for:	Amiga
Designed by:	Mike Manley, Mike Posehn
Distributed by:	Electronic Arts
Retail Price:	$39.95
Hard Drive Space:	N/A
No. of Players:	One player

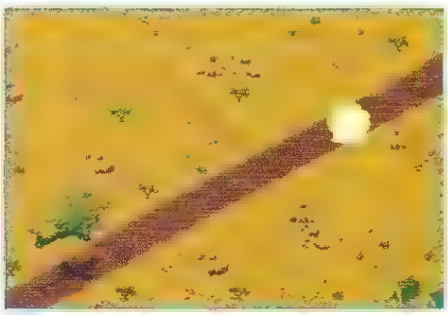
There's trouble brewing in the desert. A madman named General Kilbaba has built a huge arsenal, and with it, has threatened to unleash Armageddon on the world. While there is little information on this Middle Eastern psychopath, his military might is sufficient to strike fear in the hearts of world leaders including the President. You have been hand-picked to fly a number of sorties against Kilbaba's installations as a pre-emptive measure to prevent world destruction. You will fly an AH-64 Apache helicopter through the campaigns, bringing destruction on the tyrant who seeks to hold the world hostage. You will have a computer controlled co-pilot who will handle targeting and your winch. Using your guns and Hydra rockets, take out chemical weapons plants, SCUD launchers, airplanes and enemy vehicles. Use the winch to pick up hostages, extra fuel and the ammunition you will need to carry out your objectives. Only you have the skill needed to stop World War III from ever occurring.

General Kilbaba is a ruthless tyrant who must be stopped!

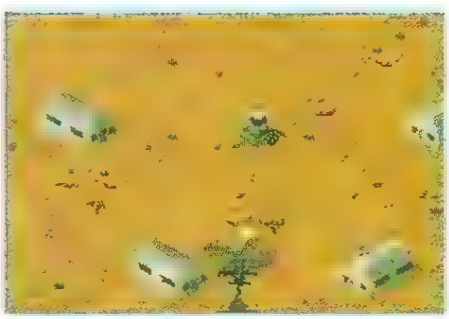


Get a briefing on your objectives before flying each mission.

Take off from here to stop Kilbaba's reign of terror.



Besides gun emplacements, you will need to defend against enemy troops.



Attack the compound carefully; you're liable to get knocked out of the sky!

Desert Strike is a pretty good arcade-style game. There is a lot of action and the control is pretty easy to manage. One disadvantage is that it requires a lot of disk swapping, but at least it is not in the middle of the main part of the game. I thought it was a pain that you have to spend a lot of time looking for additional armor and fuel for your helicopter. I also wish that the chopper was a bit faster and more maneuverable so that you could dodge enemy fire a little more easily. This is one of the better shooter/action games that I have seen in awhile, but there is little depth to really attract avid computer gamers. ***-Alex***

77

Desert Strike is a good action game, but it takes so loooong to load, and having to swap three disks makes it almost not worth playing. The graphics and sound are very good, but the control, at first, was a little sloppy. However, once you get used to it, it's no big deal. I do like the explosions; they were very good. There is one thing I did not like and that was the way you had to wait for your chopper to pick up some supplies. This game is best enjoyed with the sound turned up and the lights turned down so you get the full effect. As shooters go, this is an addictive one, and if you like that kind of thing, you will love it. ***-Rick***

70

There are a few games that translate well from a video game medium to a computer. Desert Strike is not one of them. Don't expect this to be anything remotely like a flight sim; it's an action game. The graphics are decent–nothing to scream about, but certainly acceptable. The game is little more than a three-quarter view Choplifter. You fly around a thinly disguised Iraq, shoot jeeps and buildings and pick up stuff lying around. For the arcade crowd, Desert Strike might please as a semi-reality based shooter. I found little to excite me and even less reason to keep playing. The disk swapping is annoying, too. ***-Steve***

65

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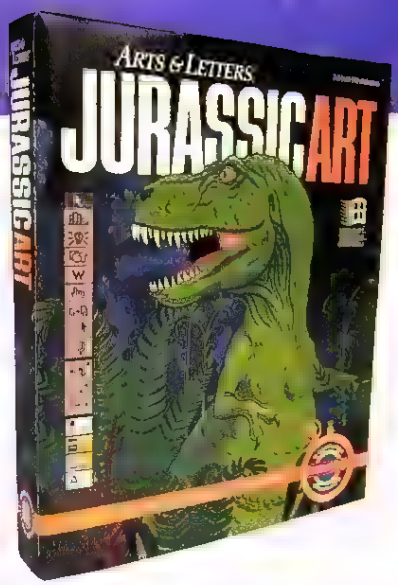

Table of Contents

PC Family Works..3-4
Fun Productivity...5
Young Adult.....6
PC Edutainment..7-9
PC Productivity..10-15
CD-ROM 16
PC Entertainment...17-21
PC Accessories...22

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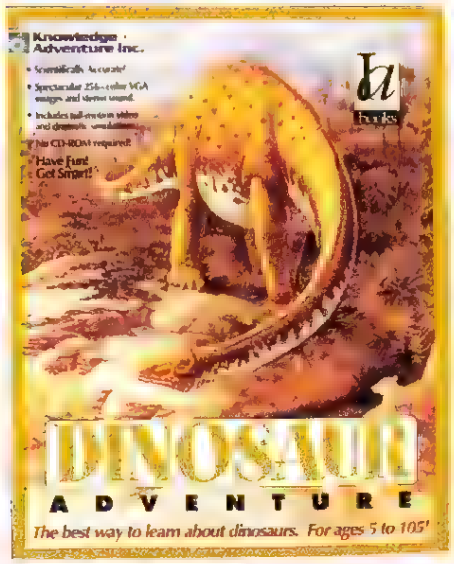

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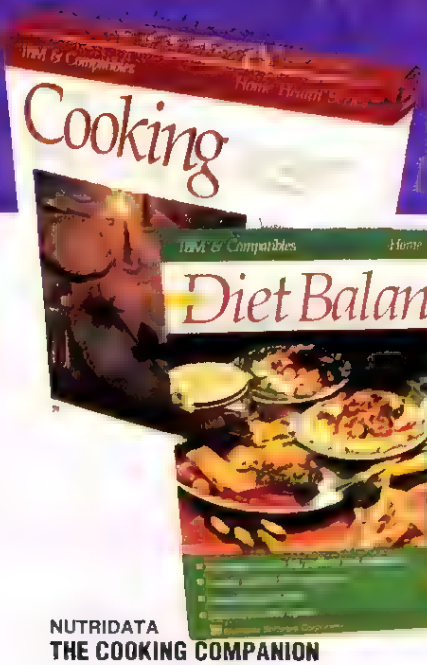

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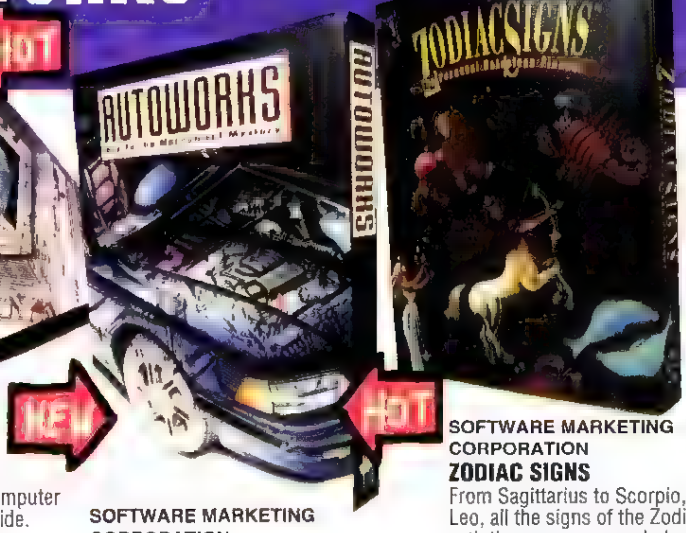

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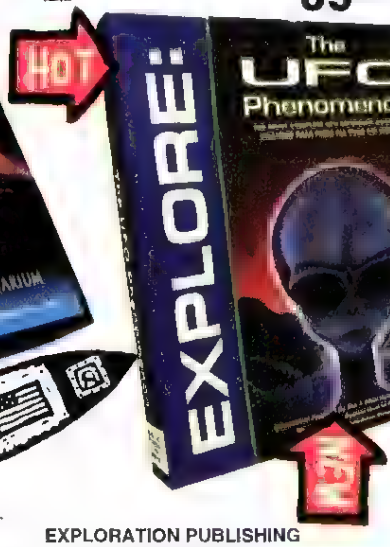

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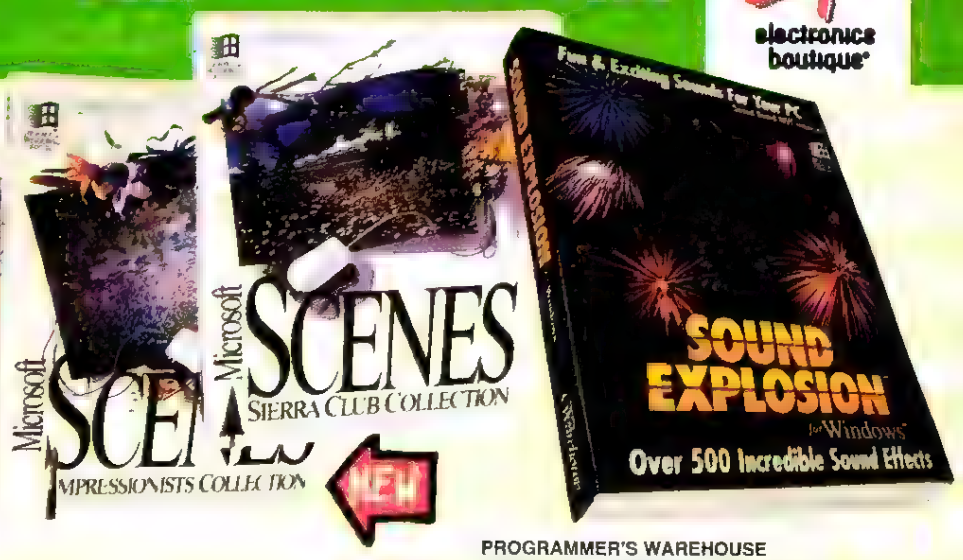

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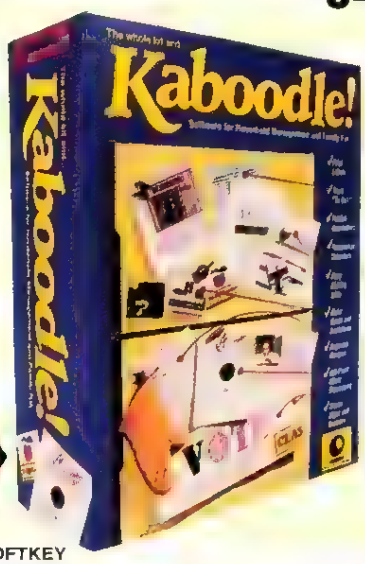

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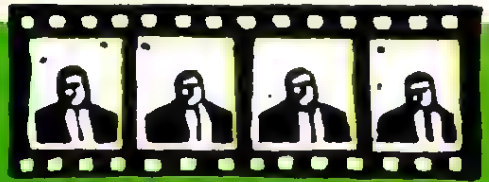

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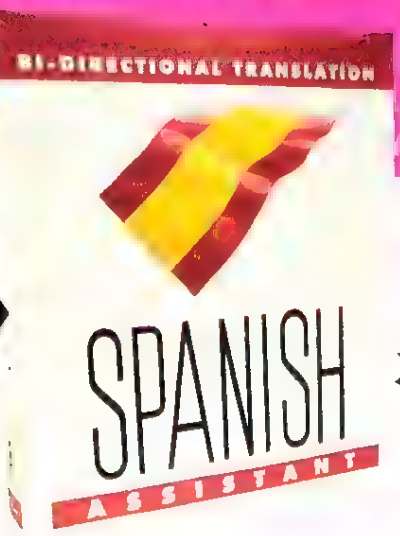

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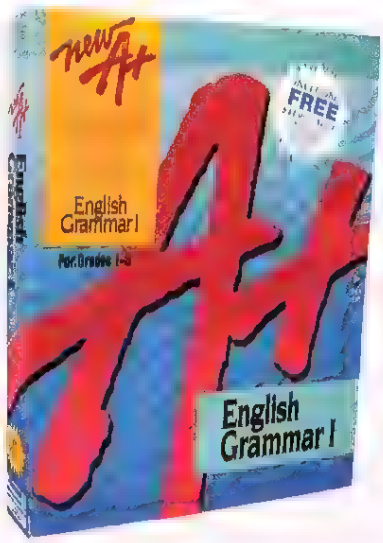

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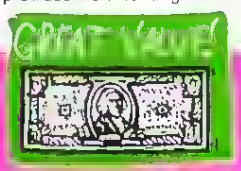

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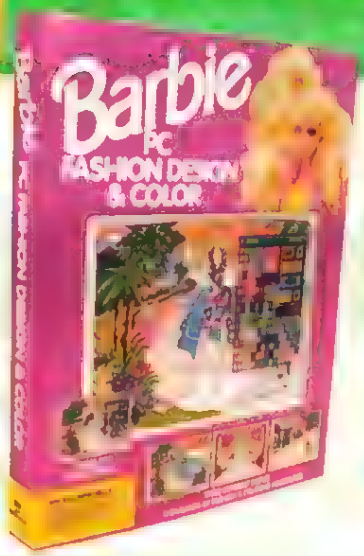

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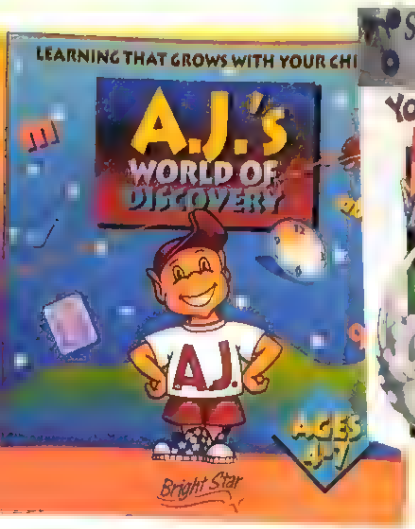

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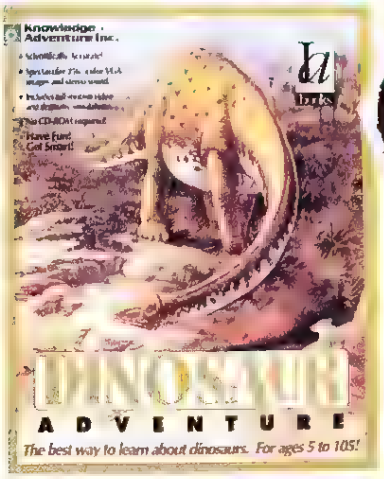

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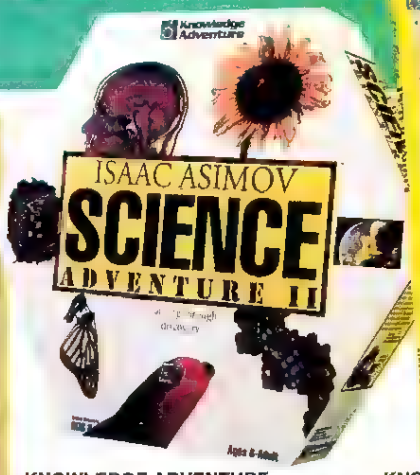

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THE AMAZON TRAIL
Its setting is the Amazon basin. A region of lush vegetation, rare wildlife, rich history, and the potential for danger around every bend in the river. The screens combine photographs taken by the software's designer on a voyage up the Amazon with original artwork. And the music and sound in this simulation create a mysterious mood.
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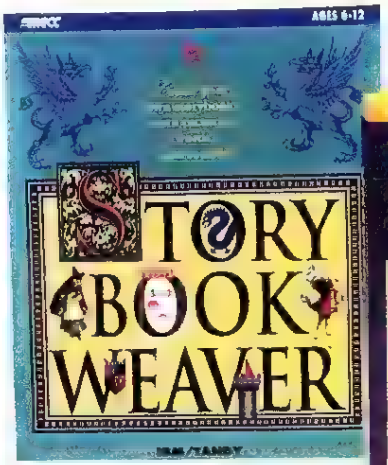
New from the makers of Oregon Trail



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A creative software tool children can use to write and illustrate their own storybooks. Drawing from elements of the folklore of many cultures, Storybook Weaver features 650 images, 48 colors, and 468 scenery combinations to use as backdrops for stories. In addition, 36 sounds, 12 songs, 12 page borders, and 5 type styles bring literary creations to life.
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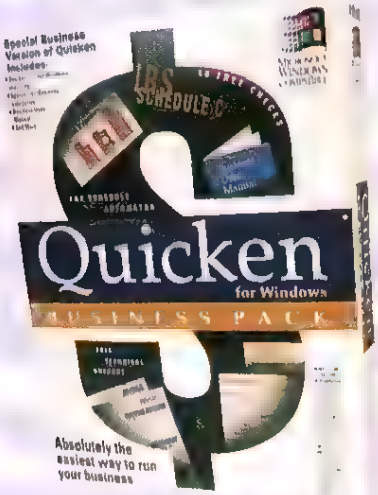

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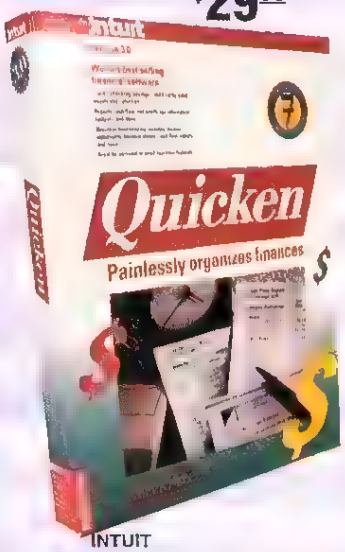

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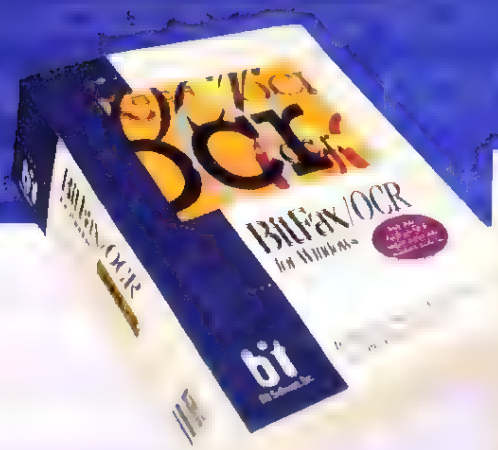

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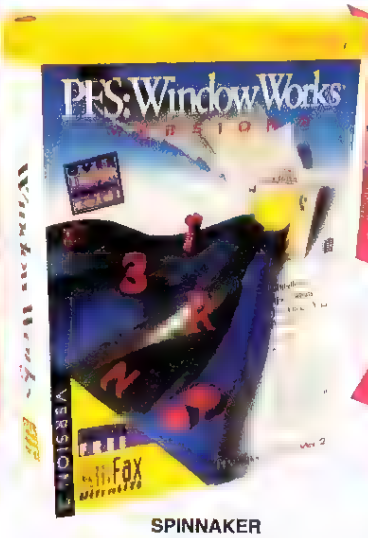

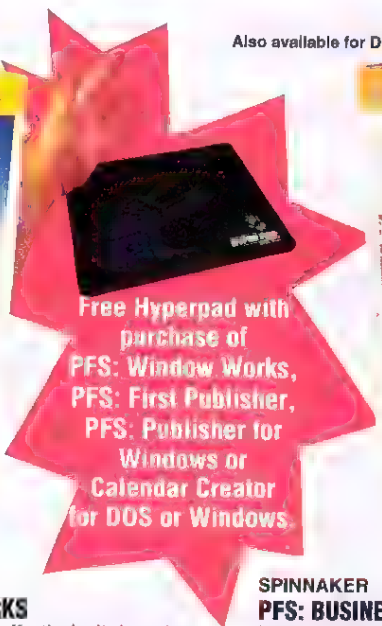
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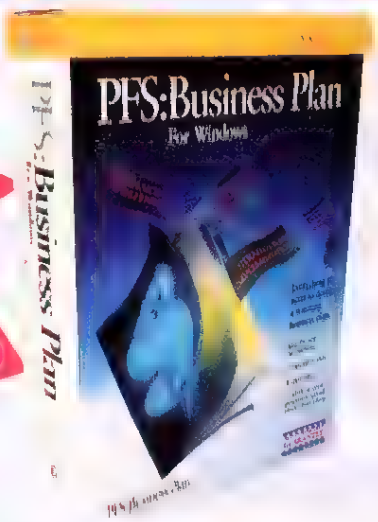

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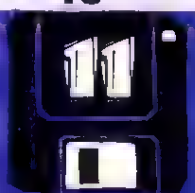

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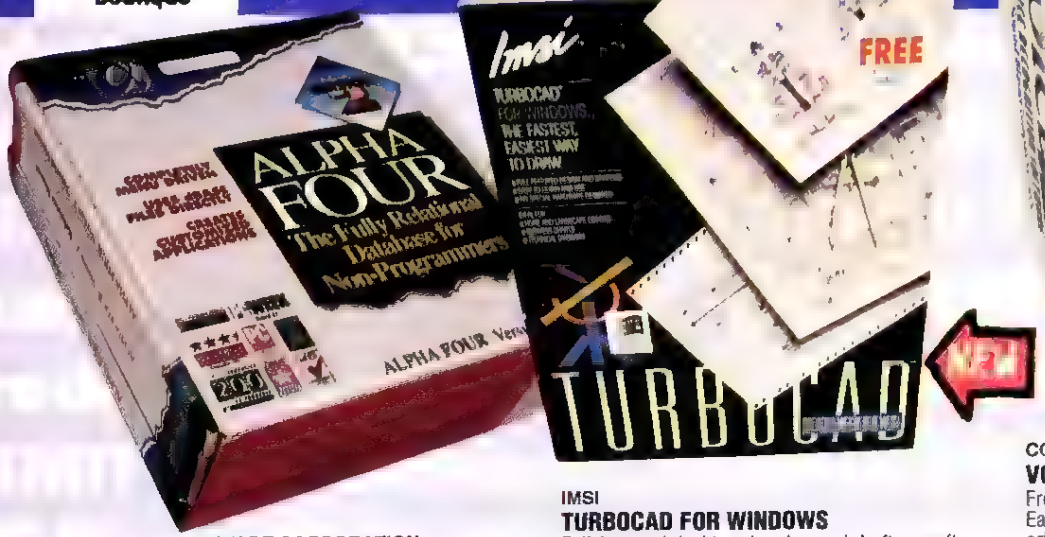

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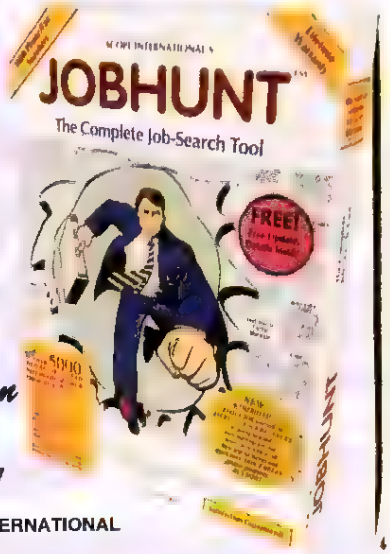

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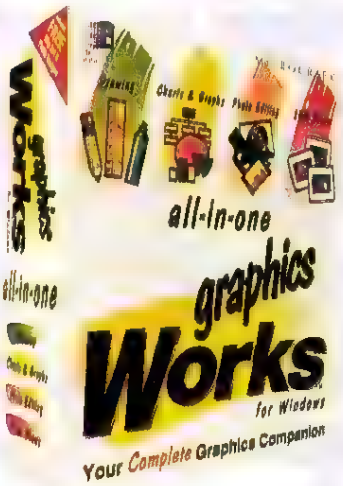

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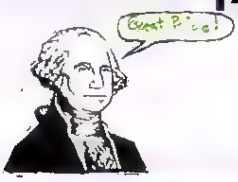

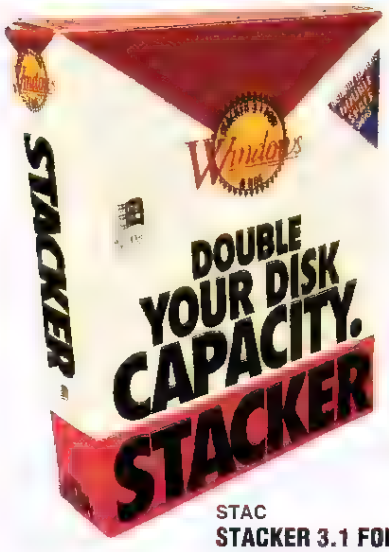

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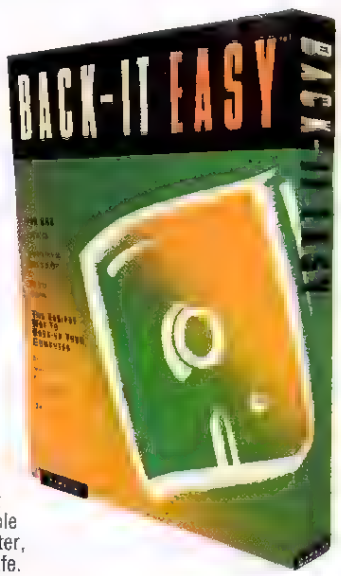

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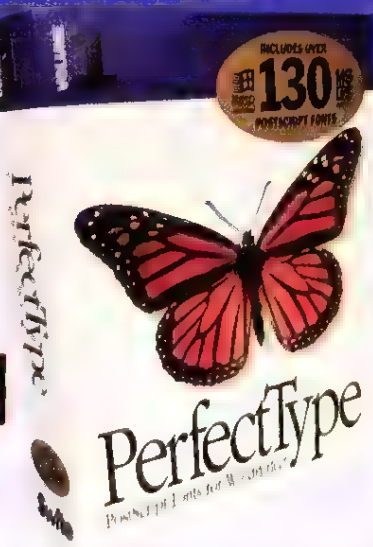

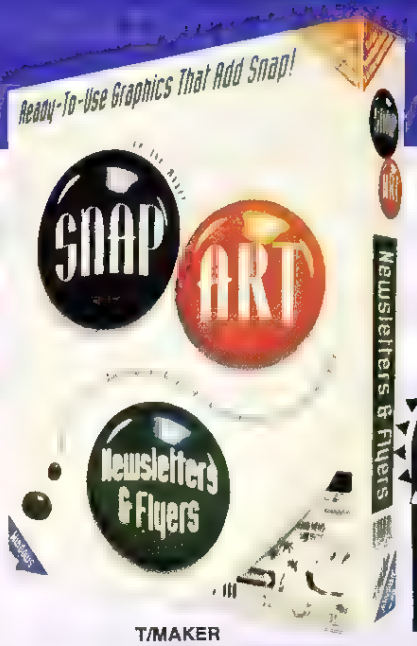

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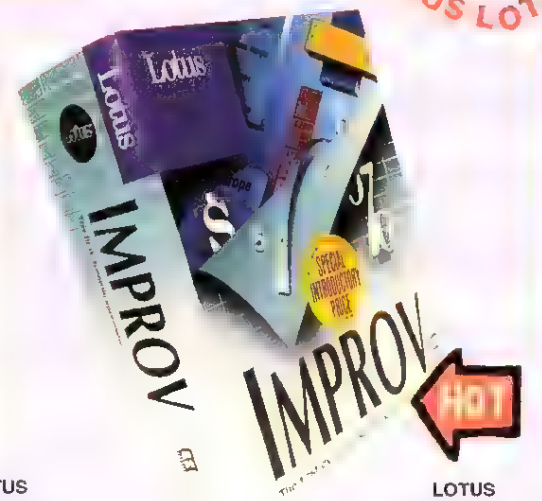

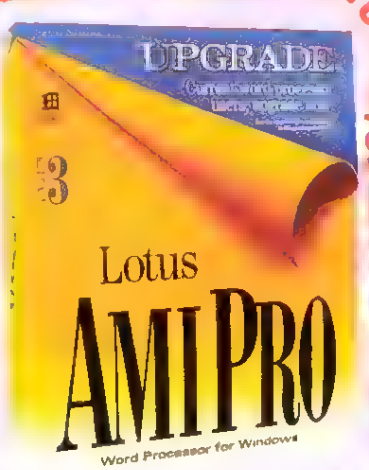

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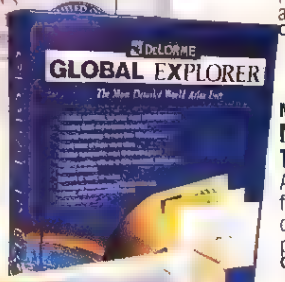

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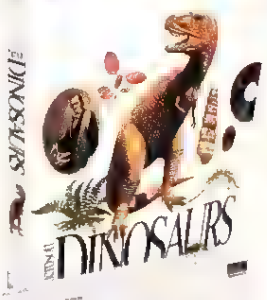

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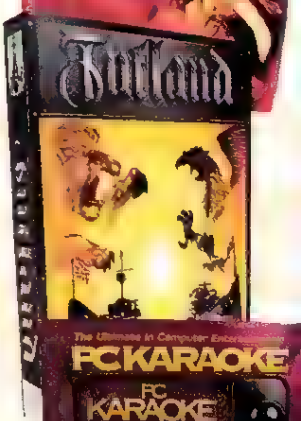

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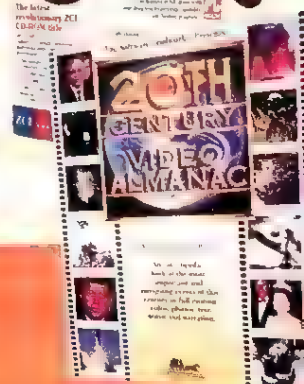

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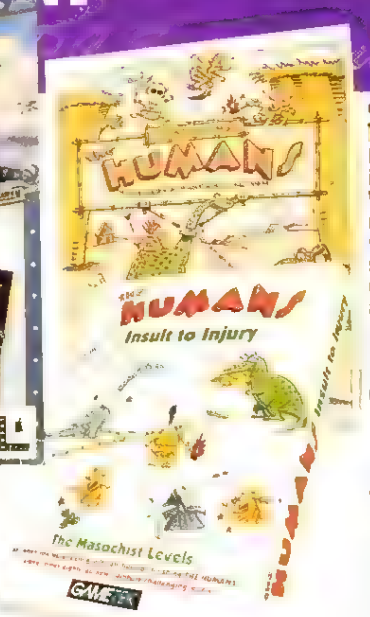

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Inside each and every one of them is a small but usable brain. Working as a team and discovering new tools (fire, weapons, the wheel, deodorant, etc.) is the key to survival in this world of chaos and carnivores. It's a naive struggle against extinction, where you score points by finishing levels with as many of your tribesmen intact as Human-ly possible.
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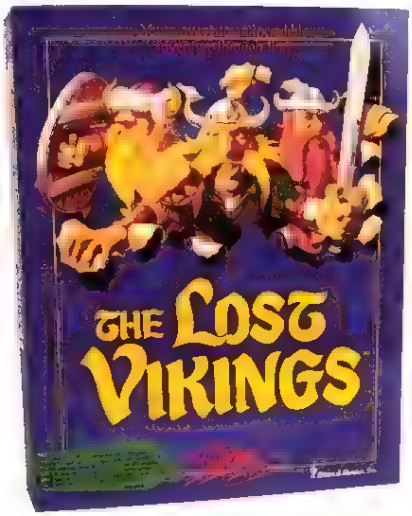

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It's just another cool day of Nordic seafaring and pillaging when Erik the Swift, Baleog the Fierce and Olaf the Stout are suddenly sucked into an alien spaceship. And only you can help them find their way home. But each mysterious door you help them through throws them into different eras in time — and smack into new enemies! Hurry! Only you can get your plundering pals out of the grasp of their alien captors and home through the chaotic arcade action.
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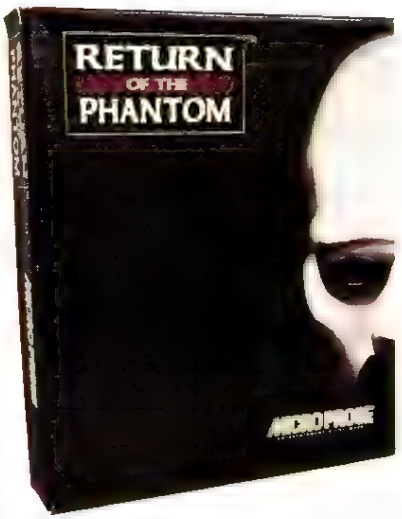

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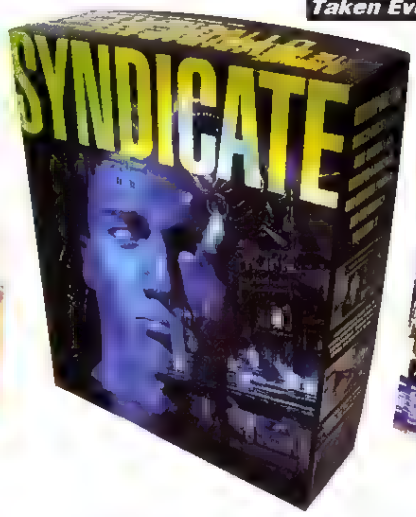

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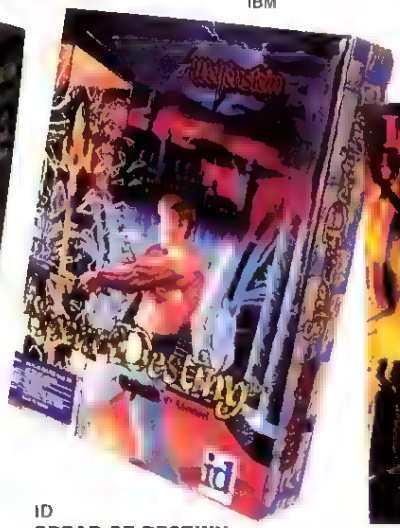

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SPEAR OF DESTINY

Your mission is to recapture the Spear from an already unbalanced Hitler, with the hope that the loss of his most coveted weapon will push him over the edge! Infiltrate the heavily guarded Nazi stronghold. Time is running out! Features include over 20 complete floors to cover, four levels of play difficulty and special extra challenges for advanced players

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This is the game combo that gives fans something to cheer about all year long! Manage any of 20 actual major league teams from yester-year. Recreate the '27 Yankees or make a miracle for the '62 Mets. Whichever team you choose to manage you will select the players, the schedules, the line-ups and more.
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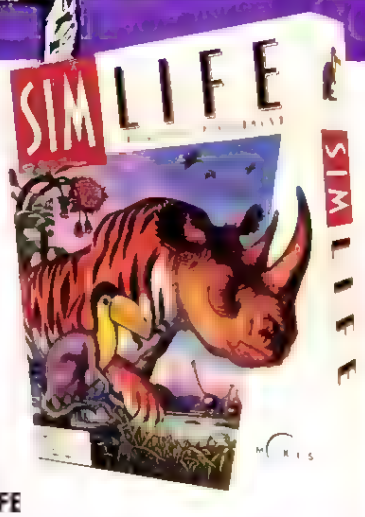

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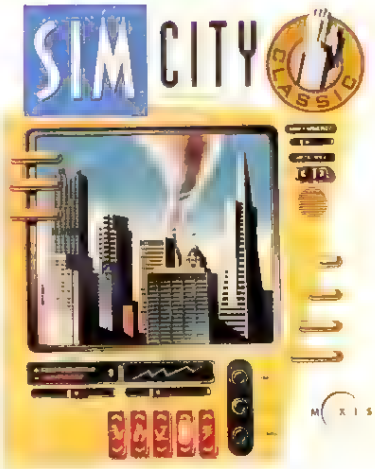

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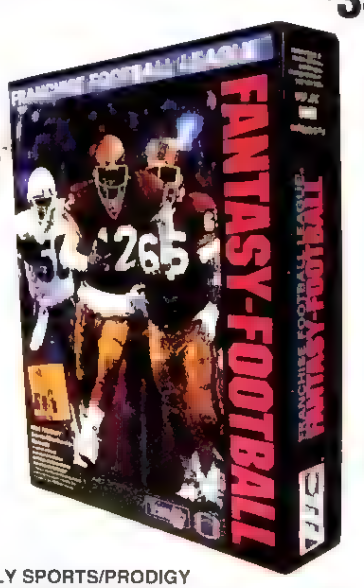

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You'll form a league with your friends, schoolmates or co-workers, then hold a draft and become owner of your own FFL team (up to 16 franchises may compete per league). Your goal is to build the highest scoring team in your league. Each week of the season you'll scheme, pore over statistics and box scores, and try to become the hottest coach in your league!
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Finally a wrist support for the data entry person. Universal design to fit all keyboards. Try it, you'll like it!
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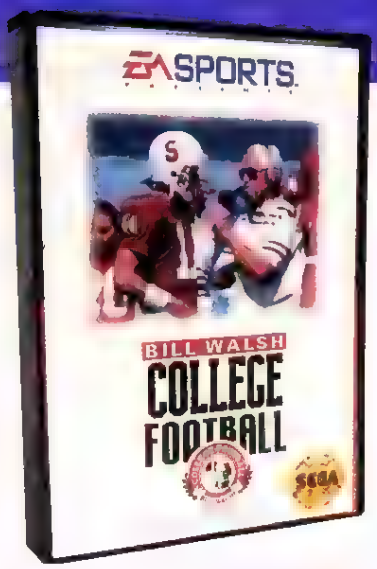
Table of Contents

Genesis . . . 3-6
Sega CD 7
Super NES. . 8-12
Game Gear. 13-14
Game Boy . 15-16
Turbo Duo . . . 16
Nintendo . . 17-18



ELECTRONIC ARTS

BILL WALSH COLLEGE FOOTBALL

The college game is clearly defined from its pro counterpart on and off the field through plays like the triple option and the emotional atmosphere of cheerleaders and wild fans. Features 3-D scrolling field, four player ability, panning stadium cams with changeable field views. College rule, formations and strategies including 2 point conversions and wishbone offenses.

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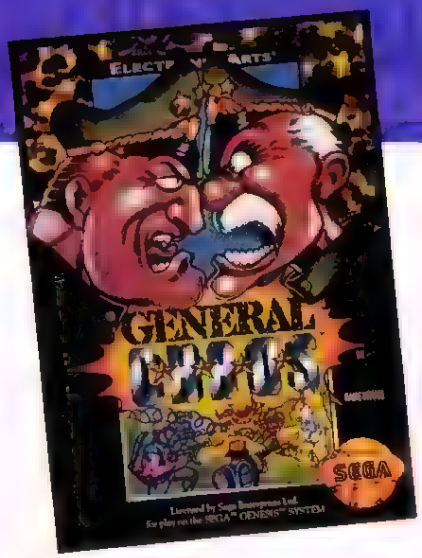
$67.99 with 4-Way Play



ELECTRONIC ARTS

GENERAL CHAOS

Choose from four different squads, each with a different selection of soldiers and weapons. Cook your enemies with flame throwers or blow them away with bazookas! And if they get too close, pound them with your fists and feet in a hand-to-hand brawl. The goal here is total devastation. annihilate your enemies before they annihilate you.

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The ultimate in sports equipment With four players going at once, it's a whole new brand of sports action. Play two on two, three against one, or pit all four against the computer for team play that can't be beat. And tournaments take on a whole new dimension with multiple players per team – the possibilities are endless

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ELECTRONIC ARTS

NHL HOCKEY '94

Dozens of new features over the '93 version including, goalie control, 2 on 2 support of the 4-Way Play, battery save of individual user and player records and new '93 season player ratings and team rosters New offensive and defensive commands give NHL '94 a new and more realistic feel. New defensive player and goalie intelligence reacts to player tendencies and makes the computer a more challenging and lifelike opponent Other new features include penalty shots and a shootout mode. This is the game designed by the players and coaches of the NHLPA and NHL — no game could be more like the real sport.

Genesis

$57.99

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GENESIS

SEGA
GENESIS VIDEO ENTERTAINMENT SYSTEM WITH SONIC 2
Start your collecting with the popular Sonic the Hedgehog when you dive into the world of Sega Genesis. Includes one controller and Sonic 2 game cartridge. Superior arcade-quality graphics. Digital sound and stereo music synthesizer.
Genesis **$129.99**

ONLY AT EB
Only at EB
See the June issue of Electronic Gaming Monthly to find out how you could win Graphics, hats, visors, or coupons good for $$$ off Jurassic Park for Sega Genesis. Everybody can win.

SEGA
JURASSIC PARK
Two bigger-than-life ways to play! Be a dinosaur! As a Raptor, rampage across the island, battling other beasts and eluding the traps and weapons of your human enemies. As Grant, the paleontologist, arm yourself with tranquilizer guns and sleeping-gas grenades. Dodge the slashing jaws of the Tyrannosaurus Rex and the Paralyzing spit of the Dilophosaurs!
Genesis **$54.99**

SEGA
X-MEN
The evil mutant Magneto has devised the world's deadliest computer virus. Its sole purpose: To destroy the Uncanny X-Men. Their target is Magneto's secret base on Asteroid M. But lying in ambush are the murderous arch villains Juggernaut, Sabretooth, Mojo and Deathbird.
Genesis **$54.99**

SEGA
SHINING FORCE
The Continent of Rune has slumbered in peace for 50 generations. Invaders swarm across the border, while a dragon that has slept for centuries stirs in its tomb. Only the King's youngest swordsman and his war party can defy the Dark Dragon's evil power and crush the mighty army!
Genesis **$57.99**

SEGA
COOL SPOT
As Cool Spot, you'll stop at nothing to rescue your Spot buddies when they get snatched by powers uncool! Eleven levels of side-splitting fun plus six bubble-bashing bonus rounds! In-your-face obstacles, tricky maneuvers and 360 Degree Cool Shot fire range! Graphics so hot — you'll need your own shades!
Genesis **$53.99**

SEGA
ECCO THE DOLPHIN
Explore over 25 giant levels of solving puzzles and fighting denizens of the sea. Eight megs of aquatic excitement with password save. Knife through the waters, flip above the waves, with motions created from real dolphins.
Genesis **$49.99**

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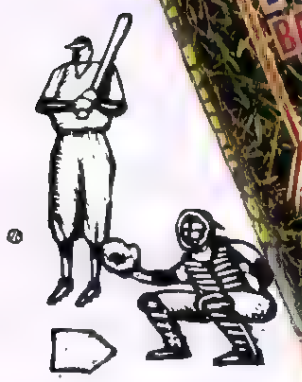
GENESIS



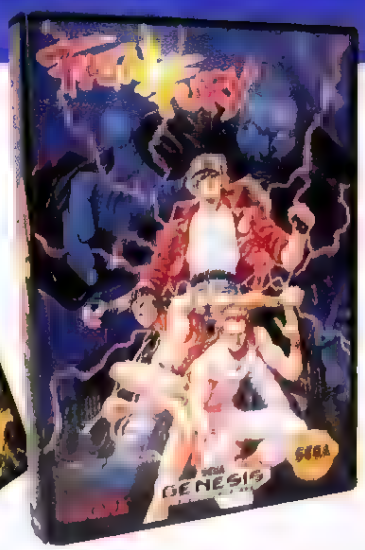
TENGEN

R.B.I. '93

Biggest-selling baseball series in video-game history. Improved and upgraded gameplay features, including Home Run Derby, Fielding Practice and Individual Player Performance Stats. Full player rosters for all 28 professional teams — including new Colorado and Florida franchises

Genesis

$53.99



TAKARA

FATAL FURY

Are you tough enough for the ultimate fighting challenge? Huge characters, realistic animation and heart-pounding sound effects. Choose from among nine fighters with dozens of special moves. Battle through six locations, including pouring rain and more. Championship or street fight modes. Play against the computer or tackle another player head-to-head.

Genesis

$64.99

SNES — $67.99

ASCII

POWER CLUTCH SG

The power of control. The arcade-style joystick gives you the competitive edge — and the solid construction is built to last. Up to 28 shots per second — with just one push of the button! Turbo speed, a fully-adjustable fire control system, lets you select the firing rate for each button! Sometimes, the action's just too quick to catch. The Power Clutch SG slow-motion feature is the answer — it's perfect for mastering new game levels.

Genesis

$41.99

SEGA

GENESIS CLEANING SYSTEM

One-step cleaning! Keep your Genesis system and cartridges in top-scoring condition. Have you cleaned your Genesis today? Dual-function! No liquids, no mess! Two sets of replacement pads for both the hardware system and software cartridges. Safe and effective! Lasts up to one year when stored properly

Genesis

$11.99

SEGA

GENESIS 6-BUTTON ARCADE PAD

Sega's hot new Arcade Pad has three more buttons. It's the fastest controller for the Genesis and Sega CD. Total compatibility! You can use the Genesis Arcade Pad with almost all your Genesis and Sega CD games, old and new!

Genesis

$20.99

SEGA

GENESIS AC ADAPTOR

AC Adaptor with extra long, 11.5 foot cord gives gamers greater range and convenient, flexible setup for their Sega Genesis. Works with other game systems, too!

Genesis

$11.99

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GENESIS

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ACCLAIM

MORTAL KOMBAT

The characters in Mortal Kombat are digitized from actual martial arts footage and offer images that are among the most realistic in video gaming to date. The title also features nine of the largest interactive characters — each 92 pixels tall — ever featured in a video game. Combined with the games' intense, hard-hitting 16-meg graphics, Acclaim believes Mortal Kombat will be among the most popular video games to enter the market this year.

SG/SN

$63.99

ACCLAIM

TERMINATOR 2: THE ARCADE GAME

Packing a gameplay wallop of arcade-like proportions, T2: The Arcade Game features cutting-edge special effects including the "morphing" of the T-1000 and offers the same challenging assault of gun-toting endoskeletons as the coin-op. The Genesis version (Arena) is compatible with Sega's Menacer infrared remote controller, while the Super NES version (LJN) utilizes Nintendo's Super Scope and Super NES mouse controllers

Genesis

$49.99

ACCLAIM

SPIDERMAN/X-MEN: ARCADE'S REVENGE

In their most treacherous adventure ever, Spiderman and the X-Men unite to fight the forces of evil in Flying Edge's Spiderman/X-Men: Arcade's Revenge for Genesis. Wolverine, Storm, Cyclops and Gambit team up with the web-slinging wall climber to defeat the evil Arcade and destroy his diabolical plan to take over the world. Gamers assume the roles of Spidey and the other super heroes throughout challenging levels designed to put their special powers to the test.

Genesis

$49.99

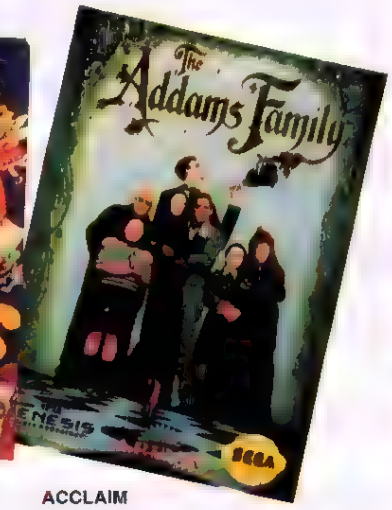
ACCLAIM

BART'S NIGHTMARE

Help Bart find the pages of his homework that have blown out the window while he was asleep. In this 16-bit adventure, Bart uses watermelon seeds, root beer burps and bubble gum bubbles through eight challenging levels in an effort to defeat his evil adversaries, collect his homework and pass the fourth grade. Features graphics and sound bites so real it's like playing a segment of the hit TV show.

Genesis

$49.99



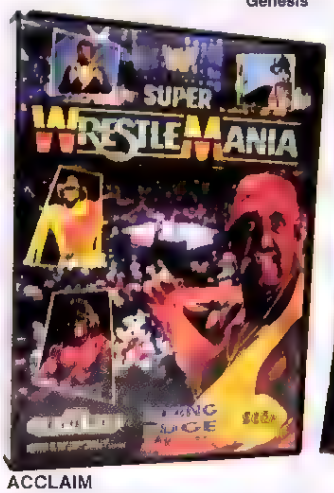
ACCLAIM

THE ADDAMS FAMILY

Diabolical Abigail Craven is after the Addams fortune and will stop at nothing to get it. Uncle Fester is under a spell and lost his memory. Pugsley, Wednesday and Granny are imprisoned. It's up to Gomez to rescue them and save his future. Assume the role of the Addams Family patriarch as you search the spooky mansion using Gomez' elaborate inventions, including the Fez-i-copter, which allows him to fly.

Genesis

$48.99



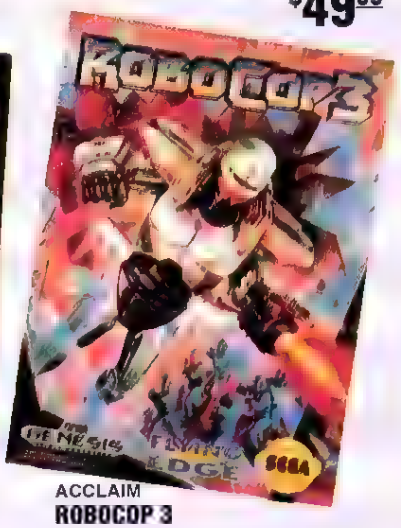
ACCLAIM

SUPER WRESTLE MANIA

Never before have the WWF Superstars looked so real! They're bigger, mightier and tougher than ever before! Whether it's One-on-One, Tag Team, grueling 4-on-4 Survivor Series or the Ultimate Tournament Match, you're in command of special moves that give you the power to rock the ring!!!

Genesis

$48.99



ACCLAIM

ROBOCOP 3

You're half-man, half-machine ..and all cop! But, when OCP starts throwing innocent people out of their homes, it's time to join the renegades! Win back the streets with new laser-gun, flame-thrower, and missile-launcher multi-weapon attachments. Strap on a jet-pack for rapid airborne assault! Defeat corrupt Rehab cops, giant ED-209's, and OCP's latest techno-warrior...OTOMO!

Genesis

$48.99

electronics boutique

GENESIS

COMING SOON!!!

MICROPROSE
PIRATES! GOLD
Lead your ships throughout the Caribbean looking for treasure ships to plunder. Direct exciting ship-to-ship combat including cannon fire and boarding. Recreate the exploits of famous pirates from history including Francis Drake and Henry Morgan.
Genesis
$55.99

STD
SG PROGRAM PAD
Programmable LCD control panel feature to memorize action sequence Transparent see through casing. Three fire buttons and three action keys. Independent auto-fire function. Slow motion function.
Genesis
$42.99

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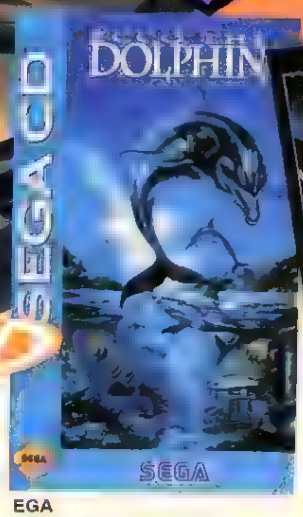
ELECTRONIC ARTS
MUTANT LEAGUE FOOTBALL
The first totally wild, ultra-gory football game for the Genesis. The game features real football strategy, just like John Madden Football, but with a unique twist, like unusual rules and wild plays. There are 16 different teams plus three all-star teams to choose from, each with a different mix of players.
Genesis
$49.99

ELECTRONIC ARTS
JUNGLE STRIKE
The Desert Madman is dead — now his vicious son plots a nuclear strike against the U.S.A. He's enlisted a powerful ally — a ruthless South American Drug Lord with an army of hi-tech mercenaries. It's your mission to take them out! Turn night into day with your explosions. Penetrate the Drug Lord's air defenses in an F-117A stealth fighter! Stunning cinematics and digitized sound effects.
Genesis
$59.99

NAMCO
ROLLING THUNDER 3
An arsenal of nasty new weapons! Terminate the terrorists! Unleash brutal firepower in undersea bases. Take a ride on the wild side with motorcycle mayhem! Blast Geldra out of Las Vegas! Shoot at an angle to blast terrorist fiends! Hidden areas keep the adventure alive!
Genesis
$59.99

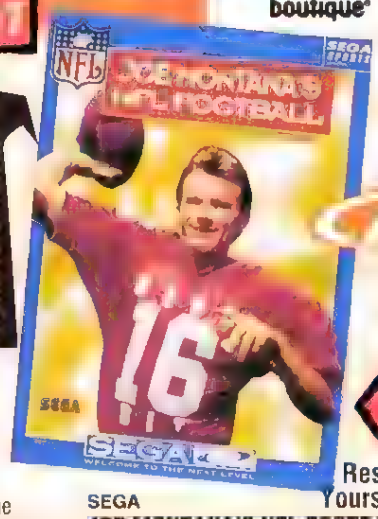
ELECTRONIC ARTS
BILL WALSH COLLEGE FOOTBALL
The college game is clearly defined from its pro counterpart on and off the field through plays like the triple option and the emotional atmosphere of cheerleaders and wild fans. Features 3-D scrolling field, four player ability, panning stadium cams with changeable field views. College rule, formations and strategies including 2 point conversions and wishbone offenses.
Genesis
$57.99

ACCLAIM
GENESIS DUAL TURBO WIRELESS REMOTE
More speed, better handling and greater power up to 25 feet away. Heat it up with independent 2 speed turbo & auto fire for all buttons – or get greater control with slow motion. Includes two wireless controllers and one infrared receiver.
Genesis
$62.99



HOT

COMING SOON!!!



HOT

Reserve Yours NOW!

SEGA

SEGA CD

Add the world of CD-ROM gaming to your Sega Genesis (Sega Genesis system required, not included). Comes with all these CD games and music: Sherlock Holmes, Consulting Detective Mystery. Plus, five great games, including: Streets of Rage, Revenge of Shinobi, Golden Axe + Two More. Hot new rock and roll hits CD, all new CD+G hit music sampler.

Sega CD

New LOW Price $229.99

NEW COMPACT DESIGN

EGA

ECCO THE DOLPHIN

Tackle all the bold adventure of the Genesis game transformed into the brilliance of Sega CD! Leap and dive through incredible sea animations to magical undersea music and sounds! Submerge yourself in QSound! With stereo hookup, you'll be surrounded in waves of 3-D sound!

Sega CD $44.99

SEGA

BATMAN RETURNS

Blast through hostile traffic in The Batmobile! Race through flooded sewers in the Batskiboat to the ultimate showdown in The Penguin's Lair! Three unique games, wonderful toys, stunning 3-D racing, real sound effects, and CD quality soundtrack.

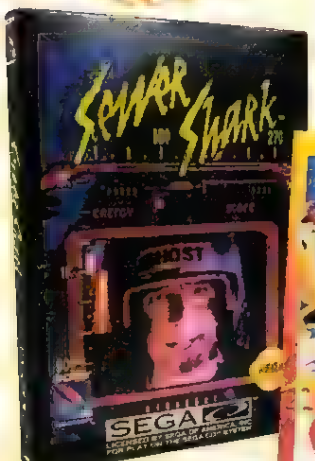
Sega CD $49.99

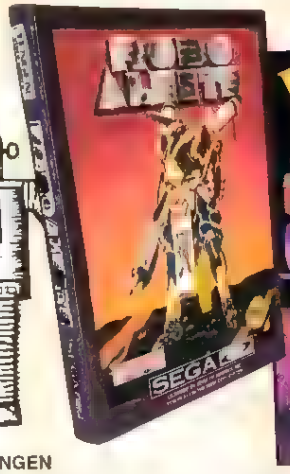
SEGA

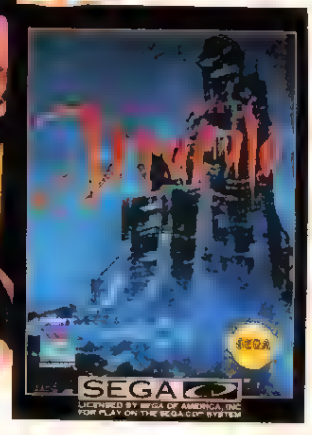
JOE MONTANA'S NFL FOOTBALL

All 28 NFL teams in Exhibition, Season, Playoffs and Super Bowl mode. Play against ten of the best teams in football history: from '67 Packers, '72 Dolphins, '78 Steelers, '84 49ers, and more. Multiple camera angles and digitized sound effects keep you close to the action.

Sega CD $49.99







SONY

SEWER SHARK

A completely new breed of game that takes you into a realm of gameplay almost beyond your senses. Interact one-on-one with ace-tunnel jockey Ghost and the devious, fat-faced Stenchler. Your mission's clear: transport supplies to human outposts deep in the sewers...and fry anything in your way.

Sega CD $59.99

SEGA

FINAL FIGHT

When the going gets tough, grab a pipe, knife or sword, and take a slice out of crime! Six levels of street fighting head trauma and shattered rib cages! Choose from 3 characters for one or two player bone-busting action!

Sega CD $49.99

TENGEN

ROBO ALESTE

The first vertical "shooter" on CD with more fire power than any cart. An elite member of the White Fang Ninja Force, you pilot the Dennin War Machine through countless levels filled with Shogun air-cruisers, fire-breathing dragons, cyber ninjas and gargantuan Level Bosses. CD-quality effects, techno-pop soundtrack and animated cinematic sequences.

Sega CD $45.99

SONY

POWER FACTORY

Revolutionary interactive Make Your Own Music Video for the Sega CD. Boost productivity and hammer out fresh music videos for platinum artists C+C. Dig into a hefty load of digitized video images ranging from special effects, animation, and scenes from dozens of famous movies, to footage shot by Clivilles and Cole exclusively for this disc.

Sega CD $59.99

SONY

BRAM STOKOR'S DRACULA

In every terrifying level–each divided into day and night–you're plunged deeper into the ultimate interactive movie. Incredible graphics and sound brings to life the cold dark dungeons of Castle Dracula, the brutal Transylvania countryside and eerie 19th century London.

Sega CD $59.99

electronics boutique

SUPER NES

NEW Title

NINTENDO
SUPER NES WITH MARIO
The Super NES Super Set includes everything you need to play! The Super NES control deck. Two Super NES controllers. Everything you need to easily connect your NES and new Super NES to the same TV is included! Includes Super Mario World game!
Super NES **$139.99**

NINTENDO
VEGAS STAKES
Risk it all in live casino action! Check into your favorite hotel, meet up with friends in the lobby, and you're ready to go! Place your bets! Blackjack, Slots, Roulette, Craps and Seven Card Stud poker promise fame and fortune. Your companion will give you odds, advice and rules. Even beginners can master these realistic casino games.
Super NES **$54.99**

NINTENDO
SUPER PLAY ACTION FOOTBALL
Dive, spin and stiff-arm your way to football glory! All 28 NFL teams, 97 college clubs and a competitive field of high school squads are represented. You can choose from up to 32 offensive and 16 defensive plays. The realistic graphics feature a close-up on the action and a radar view of the entire field.
Super NES **$49.99**

NINTENDO
STAR FOX
In the distant Lylat star system, imagine yourself at the controls of a futuristic, heavily armed, space fighter — Arwing. You must use skill and cunning to bring the fight to the enemy's home planet Venom and smash the Core Brain for victory! The Super FX microchip is onboard for fluid game control and special effects previously unavailable in home video games! Action explodes from all directions in realistic, real-time, three dimensions
Super NES **$59.99**

Check With Us- New Markdowns Taken Every Day

NINTENDO
SUPER MARIO KART
Master the unique driving styles of Mario, Luigi and the Princess! Drag with Donkey Kong, Jr.! Crash with the King of the Koopas! Lock fenders with Yoshi! In four different maze-like courses, you'll use Koopa Shells, Banana Peels, Super Stars and other wacky weapons to burst your opponents target balloons and triumph! Two games in one — Mario Grand Prix and Battle Mode.
Super NES **$54.99**

NINTENDO
SUPER MARIO ALL-STARS
Includes all three original Super Mario Bros. games. In addition to these three blockbusters, we've added the never before released in the U.S. "Lost Levels" that will challenge even the most skillful video game expert. Add new improved sound, graphics and the ability to save progress for each game and you have an instant 4-in-1 hit for old and new Mario fans alike!
Super NES **$64.99**

NINTENDO
MARIO PAINT
Enjoy 15 colors and 75 textures and backgrounds. Make custom creations with 120 supplied stamps. Experience freestyle drawing with three pen sizes. Shape templates include a circle, rectangle and line. Add shading and patterns with an airbrush and "fill" paintbrush. Save one creation with the battery back-up or record them all on your home VCR.
Super NES **$59.95**

Coming August 30th. Free duffle bag when you pre-purchase. Hurry: offer good while supplies last.

Call 1-800-800-5166 for the Store Nearest You

SUPER NES

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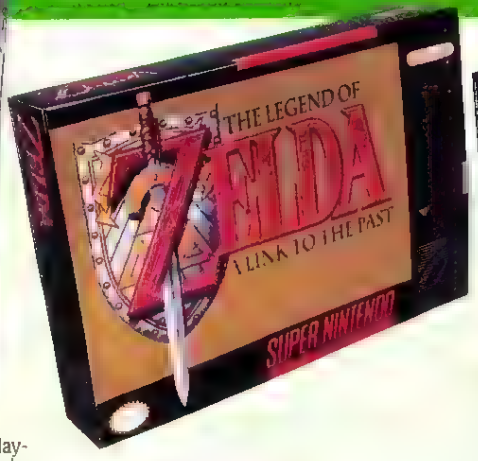
We will match any local competitor's price on any item we have in stock.
Restrictions may apply. Ask for details.

NINTENDO
SUPER NES CONTROL SET
The Super NES is the ideal system for the player that is ready for the next level of challenge! Custom 16-bit technology allows for over 32,000 dazzling colors, high resolution graphics and exciting eight channel stereo sound. The high-tech design and functions of the Super NES Controller provides amazing play control. It's shaped to fit your hand comfortably. Set includes one controller
Super NES
$99.99

$88.88 *when you buy any SNES game cartridge.*



NINTENDO
THE LEGEND OF ZELDA — A LINK TO THE PAST
Fantasy and reality collide in a land of enchantment. This exciting Super NES sequel to the Legend of Zelda and The Adventure of Link uses 16-bit power to create a quest so colorful and detailed you don't just play it, you live it! Includes battery back-up to save your progress.
Super NES
$49.99

Super Scope Game

NINTENDO
BATTLE CLASH
You are the gunner of the ST Falcon. Your friend's father experienced defeat in the Battle Game and now you must help him get revenge. Your Super NES Super Scope gives you complete control of all the Falcon's weapons systems. Requires the Super NES Super Scope accessory. Find the weak point of your enemy and use the pinpoint accuracy of your Super Scope to attack it!
Super NES
$39.99

NINTENDO
YOSHI'S SAFARI
Ride shotgun with Yoshi! This Super Scope target-adventure features offbeat courses that will surprise players as they ride Yoshi through deserts, forests, mountains and beaches — clearing the way with their Super Scope! Never underestimate the challenges that wait at every turn
Super NES
$39.99

Super Scope Game

NINTENDO
NCAA BASKETBALL
NCAA Basketball has unique over-the-shoulder perspective that puts you in the game like never before! Forty-four teams to choose from, each with a unique 12-man roster. Pick your strategy from seven offensive and seven defensive sets. One or two player simultaneous action. Save up to four different seasons or games at any time during play using battery-backed memory.
Super NES
$49.99

NINTENDO
SUPER NES CONTROLLER
The Super NES Controller features eight easy-to-reach buttons in a controller designed to fit the contour of your hands. More buttons allow for greater game control and even more game play excitement than ever before!
Super NES
$17.99

NINTENDO
SUPER NES CLEANING KIT
Allows you to clean the contacts of your Super NES Control Deck and game paks so your video image is always clear. Quick and easy to use, so you're back in action in seconds. Regular use extends the life of your system for years to come.
Super NES
$12.99

SUPER NES

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GAMETEK

NIGEL MANSELL'S WORLD CHAMPIONSHIP RACING

Gear up for world class competition. You're in control. You've got the machine. But can you handle it? Try rough weather, a mean track and competition that won't quit. Or, go for one-on-one pointers from Mansell and have the track all to yourself while you practice the moves of a master. Then, check in for the big one. And don't forget your crash helmet.

Super NES **$59.99**

NES - $35.99, Game Boy - $29.99

SQUARE SOFT

MYSTIC QUEST

The planet is dying. Cold winds blow Fires rage. Trees are withering. In other words, it's brutal out there Only you can stop the Dark King from consuming the light from the Crystals of Earth This isn't your basic shoot-'em-to-smithereens kiddy game, either. You'll have to think your way out of some tough spots. Free strategy guide available for a limited time with mail-in coupon.

Super NES **$39.99**

INTERPLAY

ROCK N' ROLL RACING

With some of the greatest Rock N' Roll music of all time setting the tone, it's time for the line! Use laser cannons, cluster bombs and super boosters to annihilate your competition. Your racing skills are pitted against a gruesome field of lead-footed crazies as you race to different planets. With each checkered flag your pile of cash grows and so does your buying power! More weapons! More engines! More armor!

Super NES **$59.99**

KONAMI

NFL FOOTBALL

The only football game to fully harness the awesome Mode 7 power of Super NES. Dive, spin, high step, burst and stiff arm like a runaway freight train through an amazing running game. Choose from all 28 NFL teams in authentic arenas. Grinding artificial turf and glaring lights of the Dome, or the frozen tundra of Cleveland outdoors. True-to-life announcers pump up the action. Take on tough Super NES opponents solo or go helmet to helmet with another pro player.

Super NES **$61.99**

KONAMI

BATMAN RETURNS

Stop the animal control problem in Gotham City before it gets too wild! Become the Dark Knight as you live out the silver screen adventure in seven terminally captivating stages. Five levels of difficulty include the Maniac Mode for the most brutal challenge. Haunting CD quality music track and incredible 3-D simulation, you will feel the wrath of the Red Triangle Circus Gang and a slew of demented enemies.

Super NES **$59.99**

KONAMI

ZOMBIES ATE MY NEIGHBORS

Play! Zombies Ate My Neighbors. But don't be surprised if your friends are missing when you hear the sound of the chainsaw hissing! Where else will they turn up? Find your way through 55 horror-filled levels like a grocery store gone bad, a shopping mall awry, a mysterious island and your own backyard Don't miss "Weird Kids on the Block", "Mars Needs Cheerleaders" and "Dances with Werewolves".

Super NES **$59.99**

CAPCOM

STREET FIGHTER II TURBO

Mayor M ke Haggar vows to snatch the streets of Metro City back from the crooks with his bare knuckles! But the Mad Gear Gang snatches his daughter Jessica Her boyfriend Cody nits the streets hard with Haggar. Weapons are anything he can find — swords, knives, or pipes Now you're Haggar or Cody. each with his own fighting style Demolish gangland henchmen, samurai swordsmen and musclebound crime bosses!

Super NES **$73.99**

ABSOLUTE

SUPER BATTLETANK: WAR IN THE GULF

Brace yourself for one of the most realistic military gameplaying experiences ever! In Super Battletank: War in the Gulf. you are an allied forces tank commander in charge of the awesome M1A1 battletank, armored warfare champion of Operation Desert Storm. Ten action-packed missions!

Super NES **$58.99**

SUPER NES

NATSUME
POCKY AND ROCKY
Who on earth has cast the spell and is controlling the Nopino goblins! Find out as Pocky and Rocky battle the Goblins in this epic adventure from Natsume. Two player simultaneous action. Outstanding graphics. Action/adventure game suitable for the entire family!
Super NES **$61.99**

IREM
ROCKY RODENT
Caution! Merging Maniac! There's a hot rodent on the road. Rocky. He's quicker than a greased hairball. Wound tighter than a hairpin turn. He's got hair with an attitude. And the fastest can of hairspray in the west. He's trouble in the fast lane. Tricks in a can. Cars, trucks and uncool dudes pull over or end up looking like a hairpiece with a bad case of the rats.
Super NES **$59.99**

ACTIVISION
MECHWARRIOR
Seventy tons of armor, muscle and weaponry stand between you and victory. Impossible odds? No, just another day's work for a 31st century Mechwarrior pilot in this 3-D action adventure. Do battle as one of eight types of "Mechs" on a variety of terrains. Make or break your fortune as a mercenary of the future!
Super NES **$59.99**

TRADEWEST
BATTLETOADS IN BATTLEMANIACS
Join the Battletoads as they turn Battlemaniacs in a do-or-die epic to rescue the righteous and batter the bad guys! Pull on that Big Bad Boot, 'toad, prime that Jawbuster and prepare to Take Out the Trash! Get ready to gatecrash the Gamescape and sizzle some beastin' bacon! Let's get mad, bad an' crazy once again! Let's eat, 'toad, let's eat!
Super NES **$59.99**

Check With Us-
New Markdowns Taken Every Day

ENIX
E.V.O.
The game could be part of a course entitled Advanced Monster Making or Roll Over Darwin. You start out as a fish swimming around in some antediluvian sea. If you eat enough jellyfish and other invertebrates while avoiding being eaten yourself, you'll accumulate enough evolution points to evolve some part of your anatomy.
Super NES **$67.99**

SOFTWARE TOOLWORKS
MARIO IS MISSING
Ten-thousand terrible turtles are trying to broil the tundra and liquidate Mario and the Mario Bros. legend forever! The lone Luigi leaps in — but will he get cold feet? Only you can act fast and help him turn the tables on those reckless reptiles! Can you and Luigi save Mario — and the world — from a damp and dismal doom?!
Super NES **$59.99**

VIRGIN
SUPER SLAP SHOT
Play on one of 32 fast and furious teams from Montreal to L.A. Superior skating, body checks and ballistic slap shots. Dynamic crowd reactions including booing, cheering and clapping. Between periods flip through 14 pages of hot stats. Penalty time for slashing, holding and tripping — that's if the ref sees you!
Super NES **$59.99**

VIRGIN
SUPER CAESARS PALACE
Over twelve games of chance to choose from including: Video Poker, Blackjack, Slot Machines, Roulette, Craps, Keno, Horse Racing and lottery-style scratchers. Different personalities to interact with and an actual casino to explore, experience the excitement of the world-famous Caesars Palace.
Super NES **$59.99**

SUPER NES

electronics boutique

Also for Genesis $57.99

ACCOLADE

BUBSY

"I'm Bubsy. I'm tryin' to save the earth from Woolies - space dweebs in flying saucers out to purr-loin the earth's supply of yarnballs." Sixteen megs — over 40 awesome animations. Five wild worlds. Sixteen big levels. Seven music tracks. Interactive cartoon with sound effects & digitized voice.

Super NES **$64.99**

ACCLAIM

TERMINATOR 2 - JUDGEMENT DAY

He's back! And this time it's judgement day! Join the Terminator on his new mission! He's up against some tough competition and he needs your help!

Super NES **$59.99**

JVC

DUNGEON MASTER

Inside an elaborate dungeon, you must choose four champions to act as your eyes and hands. Recover the Fire Staff needed to defeat the evil Lord Chaos. Point and click maneuvering. Over 1000 magic combinations. Twenty champions to choose from. Fourteen challenging levels

Super NES **$69.99**

ASCII

SUPER ADVANTAGE

Exceptional play control in every situation! Six firing buttons give instantaneous response with arcade-action feel. Add Turbo Speed and serious fire-power is at your fingertips! Can be played on the table, in your lap or in your hands. Extra-long cord gives you the freedom to move.

Super NES **$52.99**

LJN

ROYAL RUMBLE

Take on 12 of the best superstars of the World Wrestling Federation as you atomic-drop, headbutt and dropkick your way through the most grueling test of wresting skills ever!! Royal Rumble: 6-in-the-ring simultaneous mayhem! "No-holds-barred brawl' with no ref and no rules! More superstars than ever — each with his own trademark move!

Super NES **$74.99**

LJN

NBA ALL-STAR CHALLENGE

27 of the hottest NBA All-Stars in the ultimate test of b-ball skill: one-on-one! Downtown or in the paint, driving offense and intense "D", take it to the hoop with the likes of Patrick Ewing, Clyde Drexler, Chris Mullin, Hakeem Olajuwon and Dominique Wilkins Player stats, realistic court-side sound effects and five blistering ways to play

Super NES **$59.99**

STD

PROGRAM PAD

Programmable LCD control panel feature to memorize action sequence. Transparent see through casing. Three fire buttons and three action keys. Independent auto-fire function. Slow motion function

Super NES **$42.99**

ACCLAIM

SUPER NES DUAL TURBO WIRELESS REMOTE

More speed, better handling and greater power up to 25 feet away Heat it up with independent 2 speed turbo & auto fire for all buttons – or get greater control with slow motion. Includes two wireless controllers and one infrared receiver

Genesis **$62.99**

GAME GEAR

electronics boutique

SEGA

GAME GEAR SUPER SONIC SPORTS PACK

The Game Gear Super Sonic Sports Pack includes: Game Gear — the color portable video game system, Game Gear Deluxe Carry-All Case (with shoulder strap), Sonic the Hedgehog 2 game cartridge and The Majors Pro Baseball game cartridge.

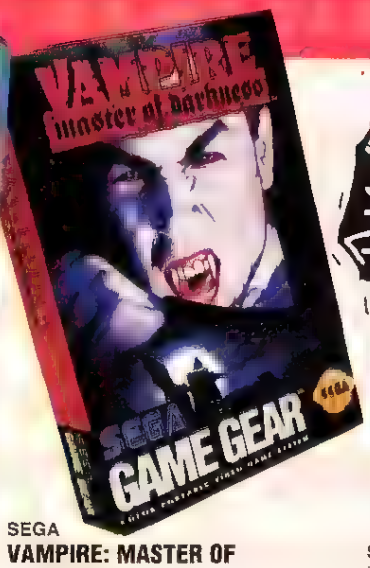
Game Gear **$149.99**

SEGA

LAND OF ILLUSION: STARRING MICKEY MOUSE

Pursue the mysterious Phantom through 3 enchanted kingdoms to save King Horace, King Goofy, and best friend Donald Duck. There's help from a magic flute, a magic potion, and a gigantic beanstalk. Spellbinding finale pits Mickey's magic against the treacherous Phantom for the toughest challenge of all!

Game Gear **$37.99**

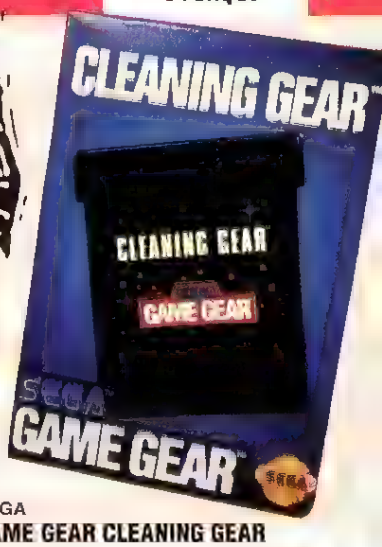


SEGA

VAMPIRE: MASTER OF DARKNESS

Stalk a master bloodsucker across Old Europe! Thirteen heart-stopping stages with secret passages, stairways to nowhere, labyrinthine castle halls and graveyards! Fend off poltergeists, werewolves, vampires and voodoo dolls! Fight back with daggers, battle axes, boomerangs, pistols, bombs and, of course, a wooden stake!

Game Gear **$34.99**



SEGA

GAME GEAR CLEANING GEAR

Cleans both Game Gear System and Game Gear cartridge contacts. Effective and easy to use, no solution needed. Includes two extra sets of replacement cleaning pads for both the hardware and software

Game Gear **$11.99**

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SEGA

GAME GEAR CAR ADAPTER

Plug Game Gear into any car cigarette lighter. Gives you endless hours of play without batteries. Cord reaches comfortably to the back seat. For use exclusively with Game Gear.

Game Gear **$20.99**

SEGA

GAME GEAR RECHARGEABLE BATTERY PACK AND AC ADAPTER

Hours of play without buying batteries! Play anywhere using this portable power supply. Continue to play while your Battery Pack recharges. AC Adapter included — recharge your Battery Pack or play your games nonstop. Plugs into any standard U.S. wall outlet to recharge.

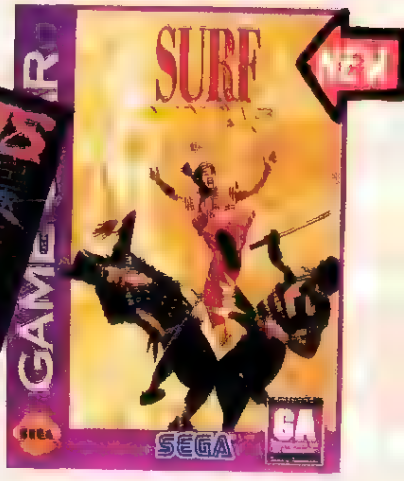
Game Gear **$54.99**

SEGA

STREETS OF RAGE 2

Once again Axel and Blaze pound the asphalt with neck-breaking uppercuts, rib-crushing knee kicks, and devastating special attacks. More characters, more moves and more levels than the original! All the favorite moves from Streets of Rage plus each brawler has a new special move! Go 2-player gear-to-gear and lay siege to the city as a destructive duo!

Game Gear **$37.99**



SEGA

SURF NINJAS

Ninja thugs on the rampage! Intense gameplay with loads of martial arts action and acrobatic maneuvers. Multiple ninja weapons and power ups. Ten levels of high-speed hand-to-hand action.

Game Gear **$34.99**

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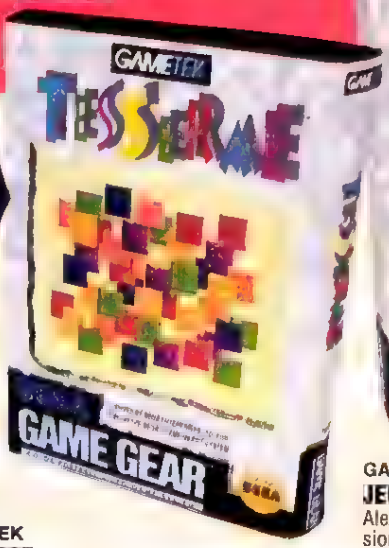
GAME GEAR

SEGA
GAME GEAR WITH SONIC 2
Game Gear goes everywhere so you can play in the car, on the bus, or waiting in line. Includes: Game Gear — the color portable video game system, Sonic the Hedgehog 2 game cartridge and adjustable wrist strap. Requires six AA batteries (not included).
Game Gear **$129.99**



GAMETEK
TESSERAE
Clear the board by jumping one colorful patterned tile over another. Sound easy? Judge for yourself. A bewitching brain teaser, Tesserae, poses infinite variety in three levels of difficulty, on nine distinct mosaic boards. Use logic and gut instinct to compete for top score. But be warned: tile flipping can be addictive.
Game Gear **$35.99**

All answers must be in the form of a question

Also for Genesis $57.99

GAMETEK
JEOPARDY!
Alex Trebek hosts this all-new video game version of TV's longest-running game show. Featuring the digitized studio, theme music, voice and photography of Alex himself. Jeopardy! takes full advantage of the graphic and sound capabilities of the Sega Game Gear. With over 3,500 questions and answers (or is that answers and questions?) and 700 categories, it's sure to last many seasons without reruns.
Game Gear **$34.99**

SEGA
ARIEL: THE LITTLE MERMAID
Dive with Ariel into the dangers and delights of the deep. Find treasures, keys, and maps which lead to your imprisoned friends. Dodge dancing clams. Battle the terrible Medusa. Then come face to face with Ursula the Sea Witch for a final showdown! Hunt through four treacherous levels until you find Ursula's lair. A fierce Triton hurls blazing fireballs and furious bolts of lightning.
Game Gear **$33.99**

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SEGA
EVANDER HOLYFIELD'S "REAL DEAL" BOXING
First-person perspective gives you a "fighter's eye view" of the ring. Gear-to-gear mode lets you take on your friends. Create your own boxer, choose power, speed, style, looks and strategy. Round-by-round stats, punches thrown, knockdowns and percentage of hits. Multiple control options let you throw your best punches — jabs, hooks and special knockout punches.
Game Gear **$33.99**

SEGA
TAILSPIN
As Kit or Baloo, explore eight exotic locations around the world, collecting cargo as you go. Don Karnage is on your tail! Stop him with the Sea Duck's grease gun or pop him with your slingshot! Pilot the Sea Duck or ride the currents on your airfoil!
Game Gear **$33.99**

GAME BOY

NINTENDO
GAME BOY
Now, Game Boy packaged separately at the lowest price ever! Build your own customized Game Boy system by selecting all the games and accessories you desire. Completely self-contained, Game Boy features patented Nintendo controls —cross key joystick, A, B, start and select buttons, plus screen contrast and volume control.
Game Boy **$49.99**

NINTENDO
GAME BOY WITH TETRIS
Completely self-contained, features patented Nintendo controls — cross key joystick, A, B, start and select buttons, plus screen contrast and volume control. Tetris game pak, stereo earphones and batteries included. Also includes Game Link cable for simultaneous multiple player competition. This is the new generation of video game play - it's Game Boy.
Game Boy **$79.99**

NINTENDO
SUPER MARIO LAND: 6 GOLDEN COINS
To toss Wario off his ill-gotten throne, Mario must search all-new worlds for the six golden coins that unlock the gate to Mario's castle. A mob of monsters, old and new, seek to stop him. Along the way, through six zones, nab Power Mushrooms, Super Stars and Fire Flowers for extra power. Eat the Magic Carrot and turn into a high-flying hare.
Game Boy **$29.99**

NINTENDO
YOSHI'S COOKIE
Line up a row of the same kind of cookies either vertically or horizontally, and they vanish! Clear the screen to move to a new level of cookie chaos. Yoshi appears from time to time to stir things up. Play for high score, or head-to-head against a friend. The mouth-watering madness doesn't let up!
Game Boy **$19.99**

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New Markdowns Taken Every Day

NINTENDO
RACING SET
Two exciting games and two incredible accessories for one low price! Includes: Super RC Pro-Am game pak, F-1 Race game pak with four player adapter and Hip Pouch Carry Case. Climb behind the wheel and test your racing skills with these exciting four player games! Super RC Pro-Am and F-1 Race deliver tough courses and dangerous curves for the ultimate challenge.
Game Boy **$29.99**

NINTENDO
THE LEGEND OF ZELDA - LINK'S AWAKENING
The world is waiting for the next chapter in the The Legend of Zelda. And we mean the whole world! This four megabit title is the biggest fantasy game ever created for Game Boy. Big enough to take the legendary success of the Zelda series to new heights.
Game Boy **$29.99**

NINTENDO
GAME BOY CLEANING KIT
Use regularly to boost the life and performance of your Game Boy. Cleans contacts in your Game Boy system and all Game Boy game paks. Includes replacement tips for the game pak cleaner and an extra cleaning card for the Game Boy cleaner. Takes seconds to use, maintains peak performance and extends the life of your Game Boy and game paks.
Game Boy **$12.49**

NINTENDO
GAME BOY RECHARGEABLE BATTERY PACK/AC ADAPTER
When fully charged, provides 10 hours of power for on-the-go-action. Plug in the AC Adapter for continuous fun! Play your favorite game paks for as long as you'd like. Removable AC cord ensures convenient portability. Snap action clip holds firmly to your belt so it's easy to take along.
Game Boy **$31.99**

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GAME BOY

KONAMI
RAGING FIGHTER
Fists and feet collide in a furious battle of brutality. Game Boy has never seen such savage man-to-man fighting. Such screen dominating Ninja warriors. Nor such unique awesome arsenals of physical brute force. Indeed, you'll feel the bone breaking intensity with every blow. Enter the Omega League of seven raging fighters pitted against each other in colossal one-on-one clashes to determine the Mightiest Mortal in the Alpha Universe.
Game Boy **$29.99**

ABSOLUTE ENTERTAINMENT
STAR TREK: THE NEXT GENERATION
Beam aboard the Enterprise to explore strange new worlds and boldly go where no one has gone before! Experience an all-new voyage seeking adventure and challenging awesome adversaries throughout the universe.
Game Boy **$29.99**

SQUARE SOFT
FINAL FANTASY LEGEND III
An epic battle through time and space. You must journey through past, present and future to find the 13 pieces of the now-divided Talon. Only then can you save the universe from total destruction. Eighty-page strategy manual and full-color poster and item list. Battery back-up saves up to three different games.
Game Boy **$37.99**

TURBO DUO

TTI
TURBO DUO GAME SYSTEM
A CD player and video game player wrapped in one! More memory and faster loading times so the graphics and sound are like nothing you've ever seen or heard before! Play all your TurboChip, CD-ROM and Super CD-ROM games on the same system. You can even hook it up to your stereo and listen to your favorite music on CDs Get 2 free CD's loaded with awesome games. Now that's a serious deal for a serious player!
Turbo Duo **$299.99**

TTI
RIOT ZONE
1997. Two New York police officers — Hawk and Tony — are fighting to destroy the crime syndicate Dragon Zone. The gang takes Hawk's girlfriend hostage and sends a warning. "Mess with us again, and the hostage dies." Hawk knows the police are useless, since they're under Dragon Zone's control. He decides to battle the Zone himself to rescue Candy. His buddy Tony tells Hawk he'll fight by his side Let the challenge begin!
Turbo Duo **$49.99**

TTI
BONK 3
It's up to our skull-spitting, head-butting, rock-smashing, monster-bashing prehistoric hero to put an end to Drool's dastardly deeds once and for all Watch Bonk grow into huge fire-breathing Bonk or shrink into Mini-size Bonk and take on tons of cool new enemies like Rocket Man, Robo Turtle and Crazy Lady. Or how about smashing up a few Booga Boogas or Snippies along the way!
Turbo Duo **$49.99**

NINTENDO

CHALLENGE SET

Features the Control Deck, two Controllers, and the Super Mario Bros. 3 game pak — the hottest selling game pak of all time. It's a great combination that's the perfect value for the first time video gamer. And expansion options like NES Satellite and NES Four Score open up your system to an awesome array of four-player game paks.

NES

$89.99

NINTENDO

THE LEGEND OF ZELDA

Welcome to The Legend of Zelda. Where you'll be challenged by Tektites, Wizzrobes and an endless array of ruthless creatures as you attempt to find the lost fragments of the Triforce of Wisdom. With luck and courage, you'll conquer your adversaries, unite the Triforce fragments and unravel the mystery of The Legend of Zelda. Zelda comes action packed with Maps of Hyrule and extended playing power

NES

$29.99

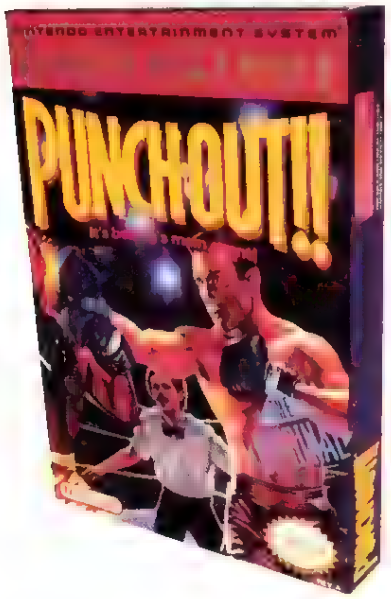
NINTENDO

ZELDA II: THE ADVENTURE OF LINK

Nearly two million players have taken the challenge and entered the world of Hyrule for the second time. More items, more magic, more mysteries and puzzles await them in Zelda II: The Adventure of Link. To help you keep up with the action, Link is programmed to remember everything you find on your journey so you never have to start your search empty-handed.

NES

$29.99



NINTENDO

PUNCH-OUT!!

If you're talking heavy-weights, you're talking Punch-Out!! The classic boxing game is one of the best selling sports titles of all time, with nearly three million copies sold. That's a knockout by any standard. It's 13 tough matches in the minor, major and world circuits that lead to the final challenge — the World Video Boxing Association title fight. A re-issue of this great Nintendo classic!

NES

$29.99

NINTENDO

YOSHI'S COOKIE

Cookie chaos for Mario and Yoshi! Mario and Yoshi are filling in at the Cookie Factory, and they need your help! Fresh baked cookies roll out of the ovens. It's up to Mario to sort and stack 'em before they pile too high! Play alone or challenge a friend. Ten rounds each with ten stages. Choose to be Mario, Yoshi, the Princess or Bowser.

NES

$34.99

NINTENDO

KIRBY'S ADVENTURE

Kirby's appetite for adventure is big as ever as he eats his way through a feast of all new enemies! In this adventure, he can steal the abilities of the bad guys he scarfs down! With this new power, Kirby can perform 20 new tricks that will help him make his way through the nightmare infested Dream Land! Features brand new worlds to explore with the same fun, action packed feel that made Kirby's Dream Land for Game Boy a hit.

NES

$39.99

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NINTENDO

OCEAN
JURASSIC PARK
The most incredible animal preserve man has ever known. But a major malfunction in the park's computer has turned loose the creatures, leaving them free to roam unencumbered. As paleontologist Dr. Alan Grant, you have been called to destroy vicious raptors, spitters, the all-powerful T Rex, and rescue 2 children lost in the park's foreboding wilderness. Six dangerous missions including confrontations with a triceratops stampede, an egg-beater in a raptor nest, and a colossal battle royal with a hungry T-Rex.
NES
$41.99

SUNSOFT
LEMMINGS
Thousands of Lemmings are on the loose, marching towards extinction unless you save them. Without minds of their own, they are completely helpless, faithfully following their leader through 100 levels of blazing fires, endless canyons, deadly tunnels and ancient ruins. The farther you get, the faster they hurtle towards their demise. One wrong move by you could wipe out an entire species!
NES - **Limited Supply!**
$19.99

SUPER NES $39.99

SUNSOFT
BATMAN - RETURN OF THE JOKER
The action is hotter than ever! Ear-crunching sound effects. Pulse quickening music. Graphics that are as hot as 16-bit. And this time, Batman hits fast and hard. Flying, leaping, and sliding to attack! And striking at the heart of The Joker. The Caped Crusader has a totally new arsenal at his command: Batarang, Crossbow, Sonic Neutralizer. He's even got a super-fueled jetpack.
NES
$19.99

DATA EAST
JOE AND MAC
That bogus bunch of Neanderthal nerds must have kidnapped the cavewomen and eaten the food! With no time to lose, Joe must single-handedly rescue the beloved cavewomen...and find some dinner along the way! The most advanced arsenal of stone-age weaponry! Five levels to survive and ten bosses to defeat!
NES
$17.99

ACTIVISION
DIE HARD
Terrorists have invaded the Nakatomi building. Dozens of terrorists. A handful of hostages. World class weapons. And a barefoot cop with very little time. You're John McClane, a tough New York cop, alone, tired and barefoot. Terrorists have taken over the building, they've got hostages, including your wife, and the LA cops don't know about you or the terrorists...yet.
NES
$19.99

NINTENDO
METROID
You're inside the planet Zebes, a fortress of endless secret passageways where the Metroids are multiplying. Left alone, Metroids are merely dangerous, but in the wrong hands they could destroy the galaxy! It's up to you to thwart their plans - you'll have to search out and gain use of power items like the Ice Beam, Wave Beam, High Jump Boots and Varia. If you survive, it's you and your acquired powers against the Mother Brain.
NES
$29.99

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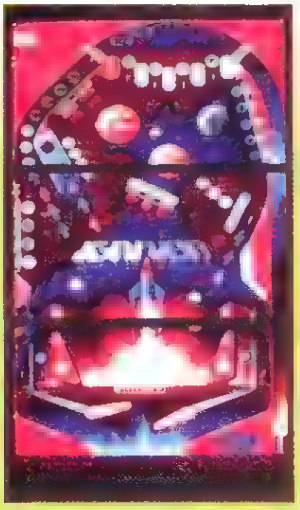
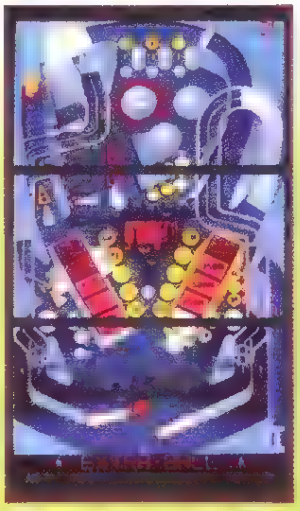
pinball

Dreams

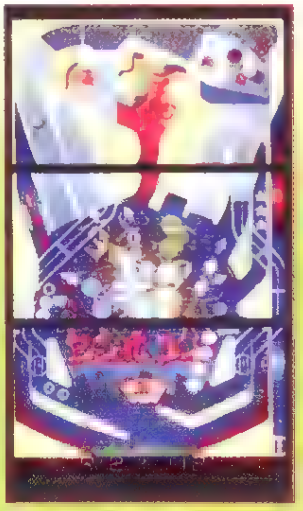
CHOOSE FROM FOUR DIFFERENT TABLES...



IGNITION



NIGHTMARE



BEAT BOX

STEEL WHEEL

ACTUAL COMBINED SCREENSHOTS

- Fast full screen table scrolling
- Totally authentic ball movement
- Realistic sound effects and music
- High resolution color graphics

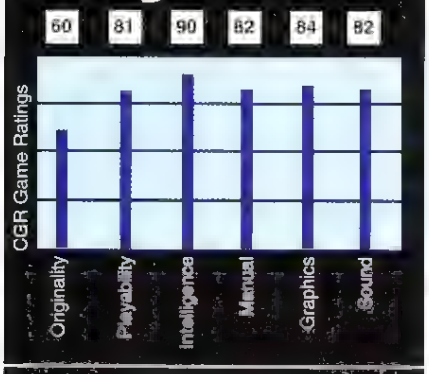
The original pinball game for your computer. Available for PC and Amiga.

P.O. BOX 415, WEBSTER, NY 14580

Blue Force

by Tsunami

Overall Rating: 85%



GAME SPECS:

Requirements:	640k, Hard Disk, 386 16MHz, DOS 5.0, VGA
Sound Support:	Ad Lib, Roland, Sound Blaster
Controller:	Mouse
Available for:	PC and compatibles
Designed by:	Jim Walls
Distributed by:	Tsunami
Retail Price:	$69.95
Hard Drive Space:	11.5 Meg
No. of Players:	One player

Have you ever wondered what it would be like to be a police officer? Most of us can only imagine what a real police officer goes through in a day! They don't just give tickets all the time, and in Blue Force, you can see some of the other activities officers deal with day-to-day. You play a new cop on the force whose parents were murdered ten years ago. The case went unsolved for all these years. You followed in your father's footsteps and have sworn to find the killer or killers! You will have to use police procedures to solve the crimes. As a rookie, you start off as a motorcycle cop, but with good police work and intelligent arrests, you can work your way up. Blue Force has smooth animation and uses digitized actors and actresses throughout the game. Detailed sounds and a great sound track provide pulse-pounding excitement, and best of all, there is action, intrigue, suspect arrests and gunfights. For all of you who want to take the law into your hands, you can do it with Blue Force!

Sometimes a weapon speaks louder than any words.

After playing Blue Force, you will see why police are hard on drunk drivers!

A speeder blows through a stop sign and tags you!

Black and white flashback scenes help to move the plot along.

When cleaning your gun, make sure that all the bullets are removed first!

This area of adventure gaming never interested me much. I must say that I had a pretty good time playing Blue Force anyway. It can be challenging if you are not reasonably familiar with police procedures. With a little trial and error, however, you can get the hang of it before long. Since Blue Force is very "by the book," it is a good idea to keep a running bank of saves to fall back on if you mess up. I found the graphics to be a little pixilized, but not to the point where they actually hurt the game. The game may have lost a few points because it did not grab my attention, but I can still recommend it to adventure gamers. ***-Alex***

Blue Force is a great adventure game that has suspense and action, not to mention a good story line! The graphics are very well done, and so is the sound. The interface that is used is also very good. However, I would have liked to run through the different actions with the right mouse button instead of selecting the shield, but that does not detract from the quality of the game. Remember to save often, because just as in real life for a police officer, one bad decision can cost him his (or in this case, your) life. Luckily, we can just reset the game, but a real police officer cannot reset his or her life! Great game! ***-Rick***

I've liked the Police Quest games and most of what's come from Tsunami, so I had some high hopes for Blue Force. It doesn't carry off the police drama as well as PQ does, though. For one thing, I found the animation to be a little choppy in places. I also didn't find the game to be all that interesting. While the pop-up menu is a nice feature, the fact that you can't switch from the look icon to the use icon (for example) without going to it is a drag. The game play should be a little tighter. I found the game unrealistic (most cops rarely draw their guns), uninteresting and unexciting. Demotion to patrol cop. ***-Steve***

"COMBAT IS THE ULTIMATE FLYING EXPERIENCE"

–Chuck Yeager

Nobody knows air combat like legendary ace pilot General Chuck Yeager. And his brand of dogfighting on the Macintosh is hot. Choose from 50 missions or pursue a full campaign to count your kills. Create your own battles, mixing three eras and 24 aircraft in the most realistic dogfights ever.

WWII: The pinnacle of prop-driven combat. Fly the famed P-51 Mustang against the Luftwaffe's FW-190.

KOREA: Jets rule the day. Take an F-86 Sabre nose-to-nose with a MiG-15 in "MiG Alley".

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ELECTRONIC ARTS

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For this product to do you any good, you will need Microsoft Windows 3.0 or up, and the original After Dark program of at least version 2.0. However, anyone who has not heard of After Dark might want to run out and get this and the original. The purpose of the After Dark program is to prevent images from being burned into your monitor from having been sitting unattended for a long period. The program displays a

constantly shifting and changing screen of patterns which is not only pretty or amusing to watch, but also keeps this from happening.

More After Dark comes with 25 dazzling new displays. There is everything form watching a planet's surface from space to building fractal forests to the enlightening Om Appliances. You can also play the exciting After Dark space game, Lunatic Fringe, to help pass the time until you work.

Prevent phosphor burn-in with a variety of new multi-color animated displays.

TECH SPECS	
Developer:	Berkeley Systems
Formats:	PC, Macintosh
Add'l Hard Drive Space:	2.5 Meg
Retail Price:	$24.99
Requires:	Windows 3.0, After Dark

LINKS: The Belfry
by Access Software, Inc.

In keeping with their promise to have new products rolling out for the consumers, Access is releasing yet another fabulous golf course right on schedule. This time, they take us to the greens and fairways of North Warwickshire, England. Already

TECH SPECS	
Developer:	Access Software, Inc.
Formats:	PC and compatibles
Add'l Hard Drive Space:	Less than 3 Meg
Retail Price:	$29.95
Requires:	LINKS, Microsoft Golf

know as one of the best rounds of Golf in Great Britain, The Belfry is also going to be the site of the coveted Ryder Cup this year. If the pros of both the American and European circuits think that this is a good place to compete against each other, then you're in for a treat. Two of the most notable holes in this faithfully reproduced course are the 10th, which demands some heavy blows to get across the protective lake, and the 18th, which features two of those pesky water hazards. You may think that American courses are tough, but don't discount these favored jolly 'ol English fairways. So, if you are just about ready to hang up your trusty computer nine iron, pick it up and get ready for the Belfry.

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WITH ARNIE KATZ

3DO UPDATE

(When company presidents need analysis of hot trends and future possibilities, one of the names on speed dial is "Arnie Katz." Writer, lecturer, designer, consultant and, now, editor of ***Electronic Games****, Arnie gives readers of* ***Computer Game Review and CD-ROM Entertainment*** *an insider's look at the world of electronic gaming. This month, Arnie evaluates the most important gaming hardware introduction since the Nintendo Entertainment System, the 3DO.)*

Here comes the Irresistible Force! October is the target for consumer roll-out of the Panasonic REAL Multiplayer and the first wave of supporting software. This is the first machine to use the much-hyped 3DO technology.

No new system has ever amassed as much support as this attempt to create an interactive multimedia standard. Trip Hawkins, founder of Electronic Arts and now 3DO's guiding light, reports that more than 302 companies have obtained licenses to make hardware, software, peripherals, and accessories. More companies will make entertainment software for 3DO than for any computer or video game system in history!

Panasonic will make all 3DO consoles in 1993, but there's no hardware monopoly. AT&T has announced a 3DO-compatible unit in mid-1994, and other manufacturers indicate that they, too, will make such equipment.

Game publishers expect to have 30 titles in stores in time for Christmas buying. A second wave, consisting of as many as 20 additional entertainment disks, is slated for first quarter 1994. That kind of variety is sure to make the system attractive to gamers. While some entries are enhanced versions of games familiar to owners of other platforms, a surprising number of them are originals.

It's little wonder that the interactive entertainment industry is rooting so hard for 3DO to succeed. Every sizable company in computer gaming has a stake in this launch. That insures that the system will get a fair trial in the marketplace.

The outcome of this tria-by-cash register becomes moot if the units don't get to the stores. There's some skepticism about Panasonic's ability to deliver enough 3DO consoles.

Quantity is the key. Few doubt that some 3DO systems will be out there. No one knows for sure how many will really ship during the fourth quarter. If the manufacturer distributes 50,000 or less, no one but the so-called early adapters will have a chance to buy one. Early adapters represent a hard core of consumers, perhaps 50,000 strong, who will buy any new electronic gizmo that looks hot.

3DO counts on early adapters to get the system off the ground, but the longer 3DO delays all-out marketing, the more likely that competitors will surface. The Pentium and the Macintosh Centra (with its built-in multimedia drive) may peel off a few of those who would otherwise be among the first to invest in 3DO.

What will happen when consumers get hold of it? That's an entirely different question. All of the industry's resources and good wishes can't make one person love the system and tell friends to buy it. Many factors will influence whether 3DO becomes the VHS or the Adam computer of the 1990s. Let's examine some of the pros and cons.

The technology itself is impressive. Analysts believe that it is a big enough leap forward to fascinate early adapters.

The early adapters won't quibble about the $699 retail tag, which doesn't include the special full motion video (FMV). That will cost about $250, bringing the buy-in price perilously close to $1,000.

Cynics claim you can sell 50,000 of anything that plugs in, but 3DO hopes to have an installed base of one million homes by the end of 1994. Don't expect a price drop until after the 1994 holiday season. How these prospective purchasers will feel about the price is a major issue.

When gamers see the software, the price probably won't seem so steep. With a few notable exceptions, the first group of games won't fully utilize the capabilities of the 3DO. What is important is that even the earliest games will present a finer interactive experience than the best video or PC games.

The wild card is Atari's just-premiered Jaguar. This 64-Bit video game console sells for $200 and can add multimedia for another $200. The Jaguar is all smoke and flash bombs, until we see the goods. The mere possibility of a super-powered economical multimedia system may take some of the bloom off 3DO when the big advertising push starts.

This isn't the first column I've devoted to 3DO. It won't be the last. Whether gamers love it, as I think they will, or repudiate the whole 3DO concept, the quest to make 3DO America's interactive entertainment system is electronic gaming's most fascinating story. ***-Arnie Katz***

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FANDOM CENTRAL

I love fanzines. I love to read them, discuss them and produce them. Quite a few faneds (fanzine editors), knowing I've done a lot of fanzines, have called and written for ideas on how to improve their fanzines.

I realized that I have given the same advice to everyone. So here, for those who are contemplating doing a fanzine, are a few thoughts on how to make them better.

1. You're a fan, act like it. Nothing is less impressive than a fan who pretends to be a publishing conglomerate. What makes fanzines so much fun is the personal touch.

2. Don't rush. Fandom is a hobby, so all deadlines are self-imposed. It is better to take time to refine the text and tighten the layout.

3. Include a colophon. Fans can't respond if they don't know your name and address.

4. Edit. Common weak spots include lead sentences that are no more than throat-clearing, run-on sentences, and overuse of adjectives and adverbs.

5. Keep your sense of humor. If fandom isn't fun, why bother?

Now that you're all on the way to producing the Ultimate Fanzine, let's look at some of this month's most entertaining efforts.

Entry Level #2
Edited by Tyrone Rodriguez
1122 N. Berni St.
Santa Ana, CA 92703
Bi-monthly, $1.50 per issue,
32 pages

The second issue is a big improvement for this lively newcomer. Dave Hunt, who co-edited the first issue, continues as a columnist, and there are a couple of new contributors, too. Nick Valasquez also contributes quite a bit of art, including several covers.

Besides capsule reviews, Entry Level has a liberal assortment of columns. These include fanzine reviews, coverage of alternative rock, and a thought-provoking piece by Nick about the product rating system which Sega recently introduced.

Game View #1
Edited by Two Anonymous Guys
P.O. Box 1162
Westminster, CA 92684-1162
Frequent, $1.25 per issue, 12 pages

What a pity! The editors have put a lot of work into this exceptionally attractive half-size fanzine, and it shows. Unfortunately, they have also adopted a rather superior stance and don't even tell us their names. They should realize that, although they are knowledgeable gamers, so are most other fans.

Game View's editors show obvious writing and critical flair. If they meet fandom on a basis of equality, they will get a very favorable reception. Despite certain off-putting aspects of the first issue, give it a try. They do so much right, it's impossible to believe they won't see the light and improve the tone, too.

Magic #5/The Informer #1
Edited by William Zambole
3213 Jackson St., Bellwood, IL 60104
Quarterly, free, 20 pages

Here's something unusual: two fanzines by the same editor stapled back to back, like those old Ace paperback books! Magic focuses on game reviews and tips, while The Informer carries news and analysis of electronic gaming as a whole. I enjoyed the latter more, especially a column that argues against the CD bandwagon. That's exactly the material I want to see, because it's a surefire discussion-starter.

Magic has well-done reviews and tips, as well as articles about Street Fighter and the Game Genie for Game Boy. The headings need some refinement, but this is otherwise an amusing and intelligent publication. And how can anyone resist a free fanzine?

Paradox #10
Edited by Chris Johnston, Jason Whitman, Tim Johnson, and Justin Schuh
316 E. 11th Ave.
Naperville, IL 60563-2708
Frequent, $1 per issue, 12 pages

This is a smaller, simpler Paradox, and it may be the best issue so far. The three-column newsletter graphics are a little different than the 'zine's usual style, but the arrangement of material is logical and readable. Justin Schuh's paean to egoboo (the praise from readers that keeps faneds publishing) was my personal favorite, but Paradox has something for every fan.

Spectrum #3
Edited by Ara Shirinian
10904 Haislip Ct., Potomac, MD 20854
Quarterly, $1.00 per issue, 20 pages

Two articles that take opposing viewpoints on game censorship are the most exciting pieces in a very good issue. Spectrum already has a good, though short, letter column, and this burning question should light up the reader page in #4.

As the name suggests, Spectrum covers the full range of electronic gaming, including a lot of material about multimedia. The 'zine has crisp, newsletter-style layout, and the writing is getting tighter each time. Highly recommended.

Attention fanzine editors: If you'd like your fanzine reviewed in this column, send it to: Arnie Katz, 330 S. Decatur, Suite 152, Las Vegas, NV 89107.

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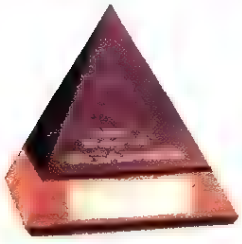

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In The Works

Spectrum and MicroProse are as one!

Welcome back to another edition of news and views that you can use! The late-breaking stories are all over the place this month, so let's get right to 'em!

As mentioned briefly in the last issue, there was a pending merger between **Spectrum HoloByte** and **MicroProse**. Well, it happened. Here's the way the deal went down:

Upon the merger's consummation, each share of Spectrum's common stock will be exchanged for .6 shares of MicroProse common stock. At day's end, this means that Spectrum HoloByte shareholders will control about 60% of MicroProse's offerings, giving them a controlling share of the company. Of course, the whole deal is subject to the customary closing conditions.

It seems that Spectrum invested about $10 million in MicroProse in the form of a convertible note. In connection with this, **John W. Stealey**, who holds about 55.6% of the outstanding shares of MicroProse common stock, has given Spectrum an irrevocable proxy to vote his shares in favor of the merger and an option to buy his shares under certain conditions.

All of this comes after MicroProse announced a loss for their fiscal year that ended in March, 1993. The total loss was about 5.3 million, or 78 cents per share. While net revenues increased, so did the cost of sales, and that cost rose a whole lot more. MicroProse is claiming this loss came as a result of higher cost of goods and higher development expenditures. Another factor was a higher percentage of video game sales, which, in general, have a higher cost of production and material than PC games.

To improve this, MicroProse has started concentrating a little harder on the core of PC gamers out there, tried to reduce costs of development

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and manufacturing, and has made more of a commitment to creating products that don't require users to reconfigure their systems.

For those who have contacted **RAW Entertainment** lately, the 800 number (1-800-323-7878) that we gave out a few months ago is for credit card orders only. If you want to speak with the good folks at RAW about some of their titles and the industry at large, call them at 713-286-2386. I'm sorry about the inconvenience this may have caused some callers and RAW, and hopefully, this'll clear things up.

They say that the early bird gets the worm, but I think **Bethesda Softworks** may be overdoing it a little. I recently got a package from them that had little Christmas stickers on the envelope and talked about their upcoming projects as great holiday gifts. Well, **Delta-V** and **Terminator 2029: Rampage** will probably make great gifts, but it seems to me that we haven't had Halloween or Thanksgiving yet. C'mon, guys, I've heard of beating the Christmas rush, but this is taking it to an extreme level!

For those of you who don't think that Megatech's games go far enough in the way of titillation, there are a whole slew of CD-ROM titles to look for. The first bunch, which comes from **Vivid Video** features such titles as **The Legend of the Kama Sutra**. The other group, from **New Machine Publishing** is pretty much straight hard-core pornography. I have a couple of questions. First, are these products really necessary? Isn't there something better to do with your CD-ROM drive (like **The 7th Guest** or **Day of the Tentacle CD** or **Iron Helix**)? Second, should we classify these disks as hardware or software? While these products needed to be mentioned, that doesn't mean this magazine endorses them, so if you want them, we aren't going to be the ones to hand out the address.

As a side note to the last issue, it came to my attention recently that **Mike Saenz** of **Reactor** appeared on a prurient interest-oriented show featured on **HBO**. Looking good, Mike, but now we all question the company you keep. Just kidding.

Of the subject, but important to me. . .military simulations have long been a part of the computer gaming community, and World War II sims more than any other conflict, but can anyone tell me why no one has done a simulation that features some of the smaller campaigns in the war? I mean, a game that covers the European front could include a scenario on the invasion of Sicily and the subsequent attack and capitulation of Italy, couldn't it? I've conducted way too many D-Day invasions at this point, and I'd like to try something a little different.

That pops my bubble for the current month. Join me again in thirty days for another exciting trip around the world of games! ***-Chip Fortran***

Q&A

Q: What are the chances of seeing some of the top coin-op street fighting games on the PC? I'm a Mortal Kombat superfan and would love to see it on my computer.

William Jesphar
Georgetown, DC

A: *Actually, William, the chances are excellent. The Doc recently checked out a beta PC version of Street Fighter II, which was coded overseas by U.S. Gold and will apparently be released here by Hi Tech Expressions. It still needed some fine tuning, but looked pretty good. And speaking of Hi Tech, a deal was recently announced whereby the computer rights to Acclaim home titles (including, of course, Mortal Kombat) will be divided between Hi-Tech (in the U.S.) and Virgin (outside the U.S.). The development will probably be handled by Acclaim's European design group.*

So get ready to start kung fu fighting, grasshoppers.

Q: What's the story with the Philips CD-I system? I bought one several months ago but it seems like a dead issue now. I don't read any coverage in the game or computer magazines, and I haven't seen any games beyond the dozen or so that were available when I first purchased it.

Give it to me straight, Doc: did I get stuck with an electronic white elephant or what?

James Terry
Reno, NV

A: *Okay, here's the dope on the CD-I, Jim: Philips has basically decided to relaunch the system, with an emphasis on adult-oriented software and games. Philips promised over 100 software titles would be released by the first quarter of '94, including versions of 7th Guest, Mario, Links and Voyeur, an interactive movie.*

Philips has also produced a new FMV peripheral (cost: approximately $250) which will allow for extensive, full-screen, full-motion video, that will also be able to run feature films.

Still, there just doesn't seem to be much excitement about CD-I. Theoretically, when and if Nintendo produces its long-promised CD peripheral for the SNES, the Philips system may pick up some positive fallout, since Nintendo's CD may be CD-I compatible.

Q: The VOODOO special memory manager from Origin has finally done it: Ultima VII, Part Two is unplayable with DOS 6.0 and DBLSPACE.

There were two problems after installing DOS 6.0. First, Serpent Isle cannot reside on a compressed drive. Okay, I'll give 'em that one [since] their documentation says the game is not tested with compression products. Second, since they use VOODOO, no other expanded memory manager can be used with it. Again, the docs state this. *But...*

Here's the problem: since DBLSPACE can't be loaded high, there is simply not enough memory to load a mouse driver, DBLSPACE, and still have the 586,097 bytes that the game requires! The most I have been able to squeeze out is 575,920 bytes. Any ideas?

Stephen F. Russell
Naugatuck, CT

A: *Well, Stephen, let me start you off with the good news: Origin has abandoned its well-intentioned but inherently unworkable VOODOO system. While it was intended to reconcile the many variations that exist in the supposedly compatible MS-DOS universe, it really only made matters worse. The Doc was also unable to load Serpent Isle and spent hours in order to penetrate the inner sanctum of Origin's customer support service.*

So, upon reading your letter I winced slightly, then steeled myself to locate someone at Origin—a company I have visited personally and have the highest regard for, by the way—who could help us out. I spent hours wading through busy signals and finally resorted to pulling rank. But the operator assured me that not only could she not connect me with customer support directly, but that "no one else in the company can answer those questions" either.

ULTIMAtely, a pleasant fellow came on the line with two suggestions to your problem: either run the game without sound (oh boy, what fun), or load the game into free memory on the uncompressed area of your hard drive. But to do that, you'll have to make a change in your boot disk as follows:

Type: ATTRIB-R -H -S DBLSPACE.BIN—which will bring you back to the A: prompt and eventually, we all hope, a bootable program.

Seriously, the Doc hates bashing companies, but the brute fact is that I get more letters about load and run problems on Origin products than any other publisher. And when a company causes consumers that many problems, that company should at least beef up customer support to the point where it more closely approximates the incoming phone traffic.

And that finishes us up for this issue. Remember to send your questions to:

Game Doctor (CGR)
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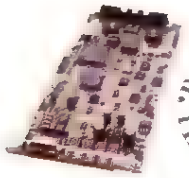
WITH THE GAME DOCTOR

In desperation I asked my friend about turning my PC into a multimedia powerhouse. EASY he said. Just get the award-winning 16-bit stereo sound card, the Pro AudioSpectrum® 16. Sounds great I said. But he wasn't done. I also needed a double speed NEC CD-ROM drive for superfast performance, a pair of amplified speakers and a bunch of really exciting software. Then for kickers he said that it all should be industry standard, state-of-the-art, fully compatible, and set up my computer automatically. So where the heck am I going to find all this in an affordable package?



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CGR PREVIEWS

Sam & Max Hit the Road
by LucasArts

When Bruno the Bigfoot, the premier side-show act from the local carnival, mysteriously disappears with his girlfriend Trixie Giraffe (the Necked Woman,) freelance police partners Sam and Max are called in to track down the missing sasquatch and his mate. The baffling case takes detectives Sam and Max, a canine "Sam Spade" and his trouble-making, hyper-kinetic sidekick rabbit, on a romp through many of the nation's lesser known, yet suspicious sites, such as The World's Largest Ball of Twine, the Celebrity Vegetable Museum and the Mount Rushmore Prehistoric Bungee Cavalcade and Tar Pit Slide.

Kids will like the cartoon humor in the game, while adults will get into the more subtle verbal and situational humor. The game will appeal to audiences who like "The Simpsons" or "Ren & Stimpy."

Sam & Max Hit the Road will feature several innovations, including full-screen graphics throughout the game and a "pop-up" icon interface for verbs, dialogue choices and inventory items. The game will be for the IBM and compatibles, and there will be a CD version!

There are many fantastic and funny places you can go to in Sam and Max Hit the Road.

TECH SPECS	
Developer:	LucasArts
Formats:	PC / compatibles
Graphics:	VGA
Sound:	Most sound boards
Theme:	Adventure
Available:	Fall '93
Retail Price:	N/A

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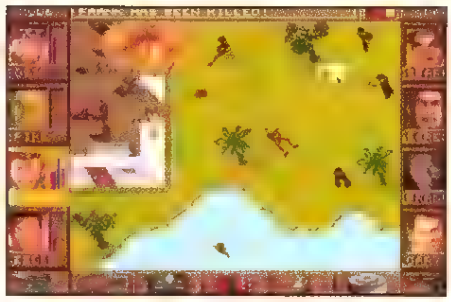
Jagged Alliance

by Sir-Tech

Dateline: Metavira. This small island in the South Pacific was once used as a site for controlled nuclear testing. Today, it is a scientific research center and the only known source of a toxic sap. This sap has proven to be a potentially powerful treatment in the combating of a degenerative children's disease. Unfortunately, this sap is produced by a tree that is seedless and unable to reproduce.

Jack Richards and his daughter, Brenda, have devoted their lives to tapping these trees and bringing the sap into the lab with no loss of potency. The sale of this miracle drug has allowed them to finance their operation to discover a method of increasing the production and availability of the sap. Brenda had achieved several major breakthroughs when tragedy struck. A fire broke out in the lab, destroying many of her records.

Because of this setback, Jack and Brenda rebuilt their facility and another with the help of Lucas Santino. They discovered too late that Santino had his own plans, motivated by greed. Santino wants to control the sap and thus the supply of the wonder drug. To keep Jack and Brenda away from the trees, he has brought in foreign interest and agents. The Richards have been driven to their compound on the eastern tip of the island. Their workers, fearing for their personal safety, have refused to enter the now hostile territory, bringing Jack and Brenda's operation to a virtual halt.



This is where you come in. The pair have contacted you since you have excellent connections in AIM, the Association of International Mercenaries. You are familiar with combat, you have the guts, fortitude and resolved necessary to see that the trees are protected. You also have the required skills to retake the island so the much needed research can continue. They have entrusted you with the entire operation to restore safety to the island so that their collection of the sap and their research may continue unhindered.

To do so, you must contact AIM for the mercenaries you need. Many of them have the experience you desire, but before they'll sign on with you, they'll want to see you prove your worth. The best mercenaries don't work for just anyone. Without some accomplishments and a good reputation, they won't sign on.

Brenda and Jack have contacted you out of desperation. Only you can help them!

Your plan of attack must be well thought out. It is possible to take the island back piece by piece, restoring sections so work can continue while nibbling away at Santino's strength. Or, you can try to attack Santino's compound, breaking his back and destroying his operation in one fell swoop. The choice is yours.

Jagged Alliance blends elements of role-playing and strategy games to provide a unique mix of features. The story is non-linear, allowing you to choose the direction to go every step of the way. You'll have your choice of over fifty mercenaries, eight of which can be controlled at a time. Each of the mercenaries has strengths and weaknesses as well as a unique personality. Jagged Alliance will feature dramatic 3-D cinema displays and detailed animation. Game play is in an overhead perspective with a simple method of control.

TECH SPECS

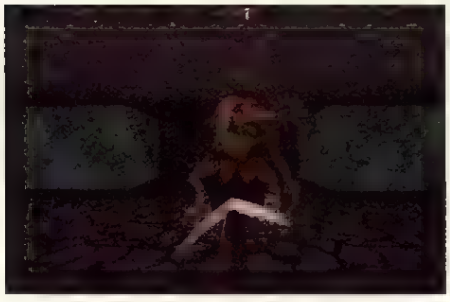
Developer:	Sir-Tech Software
Formats:	PC and compatibles
Graphics:	VGA
Sound:	Most major sound boards
Theme:	RPG/Simulation
Available:	Fall, '93
Retail Price:	N/A

The Elder Scrolls, Chapter 1: The Arena

by Bethesda Softworks

In the eight-hundred and ninety-sixth year of the reign of the Emperor, the Arena came to be. It was born of blood and of the need to quell the passions of the people for their taste of victory and defeat. Teams in the Arena fought for the name of their lord, who rewarded the victorious with their every wish.

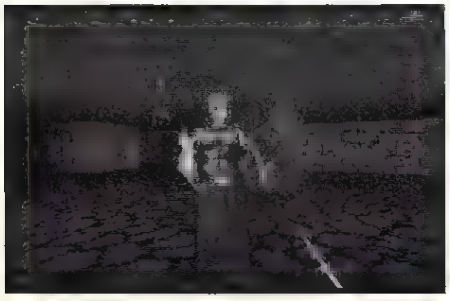
Those who survived in the pits earned fame and fortune beyond measure. Those who failed were thrown onto funeral pyres and quickly forgotten.



While the ways of the Arena seemed cruel at first, they brought peace back to a land long ravaged by the effects of war and turmoil as well as honor to the houses whose warriors proved superior.

Treachery lurked nearby, however, for the Emperor was caught unprepared for the usurpers who plotted against his throne. The Elder Scrolls have foretold of this, and it is unto this land and this time that you have come.

Prepare for a new chapter in role-playing fantasy. The Elder Scrolls, Chapter 1: The Arena is the first in a series of innovative RPG's from Bethesda Softworks.



The Arena features several innovative new advances in computer gaming. The most important of these is a new combat engine that allows gamers to do virtually anything in the fight on screen that could be done in actual combat. Characters can jump, cut, thrust, slash, circle opponents and more!

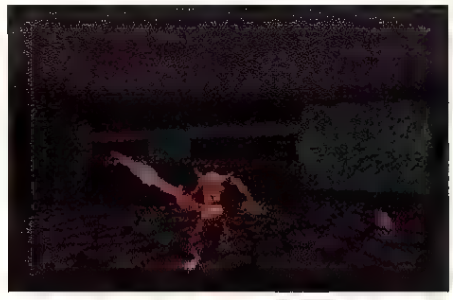
Another new feature is the spell casting system, which allows the player to create almost any effect imaginable from over fifty combinable spell effects. These two features offer a level of player involvement, interaction and realism currently unprecedented in the role-playing realm.

In addition to the new combat and spellcasting systems, The Arena is played in a first-person, 3-D perspective, offering an excellent view of the action as well as added realism. This view is fully rotational, providing a 360 degree look at every area.

The playing area of The Arena is huge, including over 400 cities, villages, towns and dungeons. Over 2,500 magic items can be located. The game comes with a full system of character generation, including multiple classed characters. Your party will face off against dozens of different monsters as they seek to solve many noble quests.

The Elder Scrolls, Chapter 1: The Arena will require a 386 or higher with 640K RAM, VGA or MCGA graphics and a mouse. The game will support the Roland and Sound Blaster cards.

Get ready to explore a massive world laden with enemies, magic and more. Hear the crunch of a mace on bone and the sound of an incoming spell as you and your party of adventurers challenge Bethesda Softworks' Arena.



TECH SPECS

Developer:	Bethesda Softworks
Formats:	PC and compatibles
Graphics:	VGA/MCGA
Sound:	Roland, Sound Blaster
Theme:	Role-playing
Available:	October, '93
Retail Price:	$69.95

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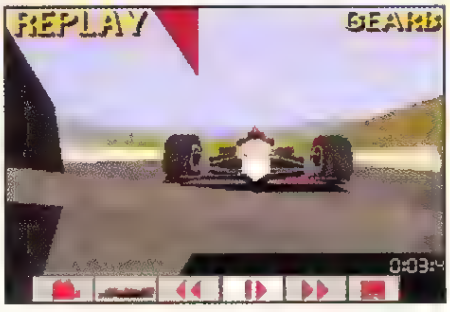
CGR PREVIEWS

IndyCar Racing
by Papyrus

From the creators of the incredible Indianapolis 500: The Simulation, comes a breakthrough racing game that will set the standards for all future simulations: IndyCar Racing!

This new game features all the thrills of the first simulation with greatly enhanced graphics, sound and overall playability. Designed to accurately reproduce the entire IndyCar racing experience, this simulation provides the most realistic visual effects and car handling ever seen on personal computers. Papyrus' proprietary 3-D modeling engine,

TECH SPECS	
Developer:	Papyrus
Formats:	PC / compatibles
Graphics:	VGA
Sound:	Most major sound boards
Theme:	Simulation
Available:	October, '93
Retail Price:	$74.99



SuperTexture, creates accurate 3-D perspective graphics in real time, including trackside billboards, car decals, and intricate road and grass details based on real images drawn from televised IndyCar races. These

effects even include the "groove" in the track, as well as skid marks on the pavement.

This program also incorporates actual engineering analyses of the racing behavior of IndyCars, which reproduces a realistic version of their speed and handling on the various tracks. Throw in momentum, tire pressure, weight distribution by fuel load, and the grade of the track, and the complexity increases! IndyCar Racing will put you in the cockpit of an incredibly fast machine that will test your driving abilities!

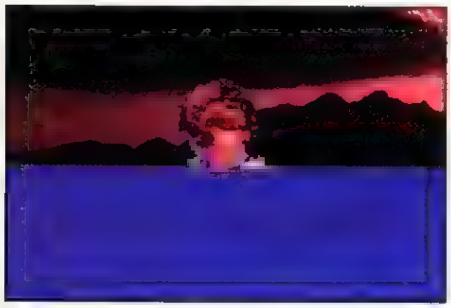
ADVERTISER'S INDEX

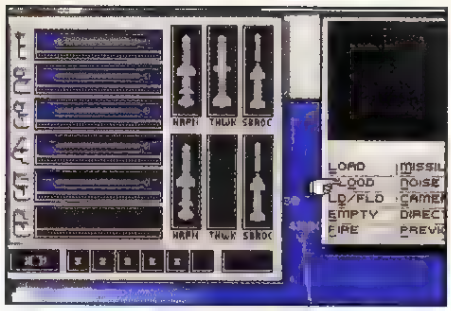
21st Century	51	Intracorp	73
Access Software	60, 61	Machiavelli Designs	67
Accolade	55	Mallard Software	85
Activision	75	Mediavision	63
Ad Lib Multimedia	59	MicroLeague Interactive	23, 25, 27
Apogee	3	Origin Systems	49
Brøderbund	7	Quantum Quality	43, 45
Creative Labs	IFC	Sierra On-Line	29, 81
Cyberdreams	65	Software Sorcery	9, 19
Electronic Arts	53, OBC	Spectrum Holobyte	14, 15
Electronics Boutique	INSERT	Spirit of Discovery	IBC
Gametek	77	Strategic Simulations	41
G.E. Genie	33, 35, 37	Tsunami	57
Impressions	17, 39	Voyager Communications	89
Interplay	5	Wedgwood Rental	11

CGR PREVIEWS

SSN-21 Seawolf
by Electronic Arts

EA makes another big splash with the release of Seawolf, the sequel to 688 Attack Sub. The game is one of the most advanced submarine simulations to date, and features the operations and fighting abilities of the in-design SSN-21 Seawolf Attack Submarine. The U.S. Navy says that the Seawolf will be "the fastest, deepest-diving, most heavily-armed United States submarine



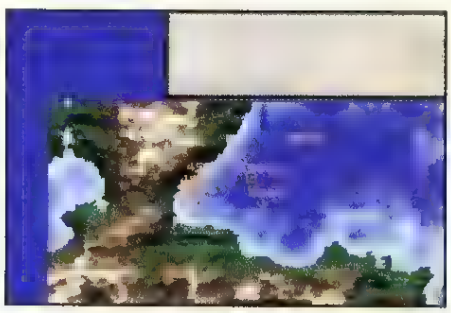


ever put to sea," and predicts that it will have three times the mission effectiveness of the 688. This new sub has eight torpedo tubes, along with mines and Harpoon and Tomahawk missiles.

SSN-21 Seawolf is a game of stealth and cunning, fully recreating the atmosphere of underwater warfare on the high seas. Much of the game action occurs in the highly advanced sonar room, where more than 40 types of surface ships and 25 submarines can be individually identified from their own unique sonar signs. State-of-the-art 16-Bit stereo provides breathtaking samples of over 100 sounds, including

TECH SPECS	
Developer:	Electronic Arts
Formats:	PC / compatibles
Graphics:	VGA
Sound:	Most major sound boards
Theme:	Simulation
Available:	4th Quarter, '93
Retail Price:	N/A

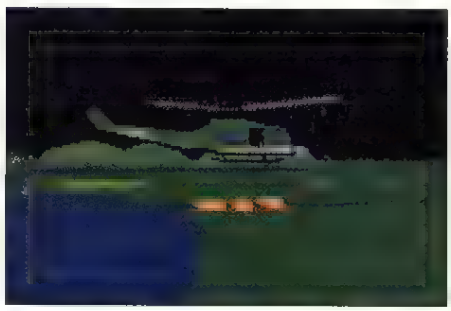
torpedoes firing and loading, sonar pings, the waterfall room and even a whale song. The use of headphones during play will greatly increase the effects of the incredible 3-D audio imaging that this game provides.



Seal Team
by Electronic Arts

As a member of a U.S. Navy Seal Team, you're trained to do whatever it takes to accomplish your mission. Using "extreme prejudice" when taking out your targets is nothing new. You jump, with the rest of your team, from a Huey and crawl through 200 yards of sloppy mud while hundreds of rounds of ammunition blaze from the enemy's AK-47s. This is what your commander calls a "fun day at

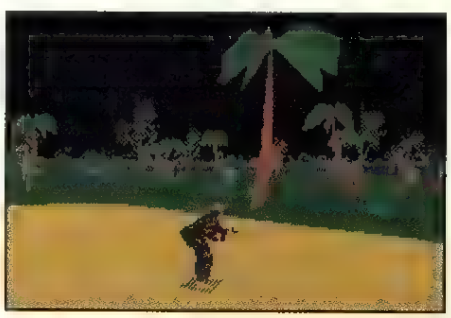
TECH SPECS	
Developer:	Electronic Arts
Formats:	PC / compatibles
Graphics:	VGA
Sound:	Most major sound boards
Theme:	Simulation
Available:	Now
Retail Price:	$59.95



the park." Are you tough enough to get through the mortar fire and tracer bullets to reach your target? Welcome to the "Fortress of Assassins," Vietnam's Mekong Delta–a sanctuary for the Viet Cong.

Seal Team is the first truly realistic 3-D battlefield for the PC. It is a unique simulation of the U.S. Navy SEAL's war against the Viet Cong and the North Vietnamese Army from 1966-69. The game gives players leading edge 3-D technology, including multiple first and third-person perspectives, multiple external views and unparalleled control of the battlefield. Designed in cooperation with the UDT-SEAL Museum Association, Inc. for unmatched depth and authenticity, Seal Team has 80 historical missions based on actual combat reports, gathered into four separate tours.

The player gives orders in individual soldiers in real-time tactical command. Players are in complete control of firing orders, approach routes, fields of fire and patrol formations. There is a wide variety of weapons in the player's arsenal, including M-16s, AK-47s, RPGs, LAWs, Ithaca Shotguns and many more! In addition, commanders have the ability to call in a jet, helicopter gunship and even armored gunboat strikes to take out the vicious enemy.



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Create-Your-Own Characters		
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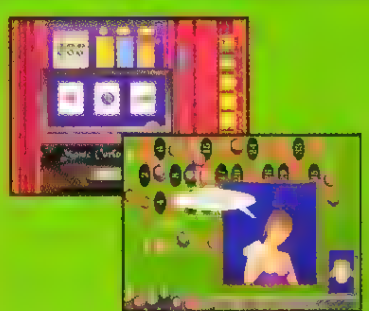

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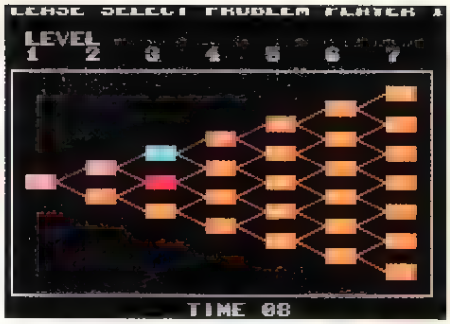
CGR PREVIEWS

Brix

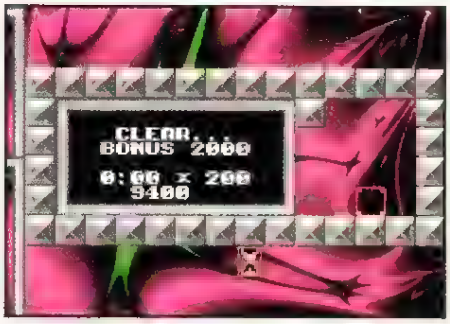
by MicroLeague Interactive

They have arrived from another dimension, and they just want to go home. The Brix are brightly colored blocks that have to be matched with others of similar shape and color so that they can return home to their peaceful world. It might sound simple, but it is not quite as easy as you might think.

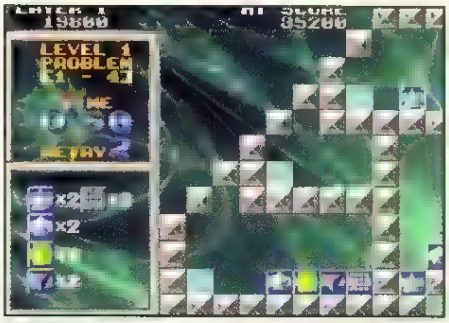
There are more than 200 levels that you have to solve before you can send all of the Brix home. It is



not just a matter of getting them together either; there are all kinds of obstacles like acid pools, boiling lava, and elevators that you will have to navigate. Don't worry if you mess up. You're allowed two repeats that reset the level, but watch out–you still only have so much time to complete it. You also



have a limited number of continues. What's more, with Brix 2 Deluxe, you not only get more challenging levels, but you can create your own stages and use them to see just how good your friends are. If puzzle games are your thing, give Brix a try.



TECH SPECS	
Developer:	Microleague Interactive Software
Formats:	PC and compatibles
Graphics:	VGA
Sound:	Sound Blaster
Theme:	Puzzle
Available:	Mid-August
Retail Price:	$34.95

Wing Commander Academy

by Origin

Origin pleased a lot of fans when it originally brought out Wing Commander and its sequel. The challenging missions and detailed storylines captured the attentions and imaginations of a large part of the computer gaming community. Now they are prepared to bring out a new game based around the same concept. With Wing Commander Academy, they leave behind the fluff and cut right down to the action.

This newest release allows you, the player, to design combat mis-

sions of your own and see if you are tough enough to survive your own imagination. Select what type of mission you want, from escort, to retrieval or an all-out assault. Then, go up against opponents from all of the Confederation and Kilrathi ships from the original game, along with all new craft. You can fly for either side and set the difficulty level for whatever level you desire. There are also options like a randomizer which selects a number of different enemies for you to fight. Or, take on the deadly "Gauntlet," where you have to face wave after wave of increasingly more lethal foes.

It's not just a space combat game or simply a scenario builder; its both and so much more. Wing Commander Academy is waiting to train the best and the brightest for the toughest combat in the star system. Can you live up to the challenge?

TECH SPECS	
Developer:	Origin Systems, Inc.
Formats:	PC and compatibles
Graphics:	VGA
Sound:	Ad Lib, Roland, Sound Blaster
Theme:	Simulation
Available:	August
Retail Price:	$49.95

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CGR PREVIEWS

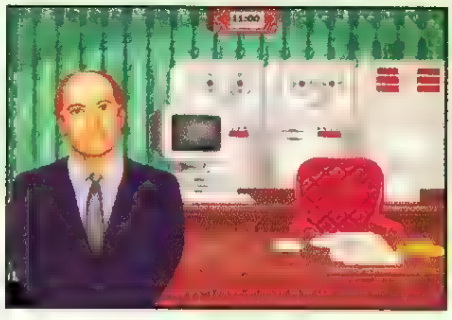
Rosemary West's House of Fortunes

by Villa Crespo

TECH SPECS	
Developer:	Villa Crespo
Formats:	PC / compatibles
Graphics:	VGA
Sound:	Most major sound boards
Theme:	Parlor
Available:	Sept./Oct. '93
Retail Price:	$39.95

Enter a world of the future. Your future! With Rosemary West's House of Fortunes, you can see what the day ahead holds for you and your loved ones. Five different methods of fortune telling are included in the program. Get a daily horoscope reading, have your tarot cards read, explore the mysteries of the I Ching, gaze into the crystal ball and see the future with numerology. Each room features Rosemary West, the guru of computer fortune telling.

As and added feature, this product has a powerful calendar function that will help you track birthdays and anniversaries of your friends and family. Save the various fortune readings and refer back to them to see how accurate Rosemary has been. Never face the day unplanned with this powerful program.

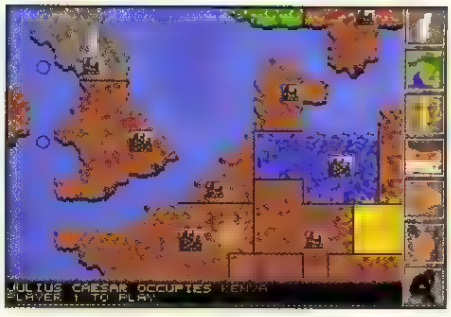


Global Domination

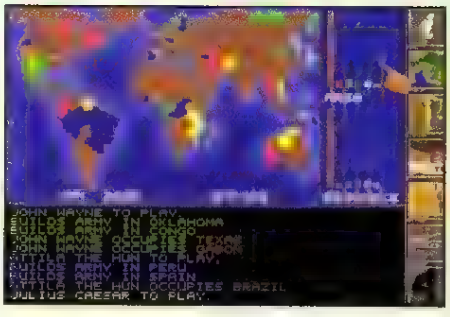
by Impressions

This strategy-intensive game begins were RISK ends! Opponents can range from some of the most worthy tacticians in history (including Adolf Hitler, Julius Caesar, Napoleon and Attila the Hun) to your friend on the other end of the modem line.

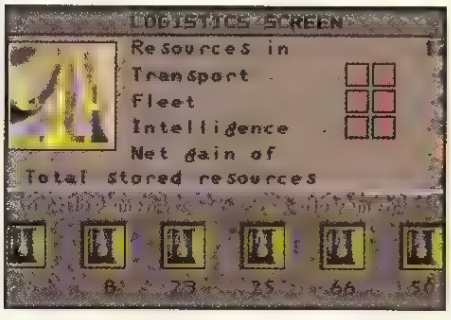
The game can be played on two levels. The first is a simple one, where players can easily move their forces in each turn, attempting to out-maneuver their opponents. Combat resolution is skillfully and quickly resolved by the computer. For the real strategist, there is more to do on the harder levels. When combat arises, players can zoom down to a graphically stunning computer-generated satellite battlefield, which can be scrolled around so that different views can be seen. Then tactical command of their separate units can be implemented in real-time combat!



Also featured in Global Domination are extra units for your forces. However, these are not gained by rolling a die or picking a card. You must build extra units by carefully allocating your scarce resources to the proper weapons development teams. In addition, use spies and subversive activists to gain an upper hand on your opponent. The world is yours to conquer!

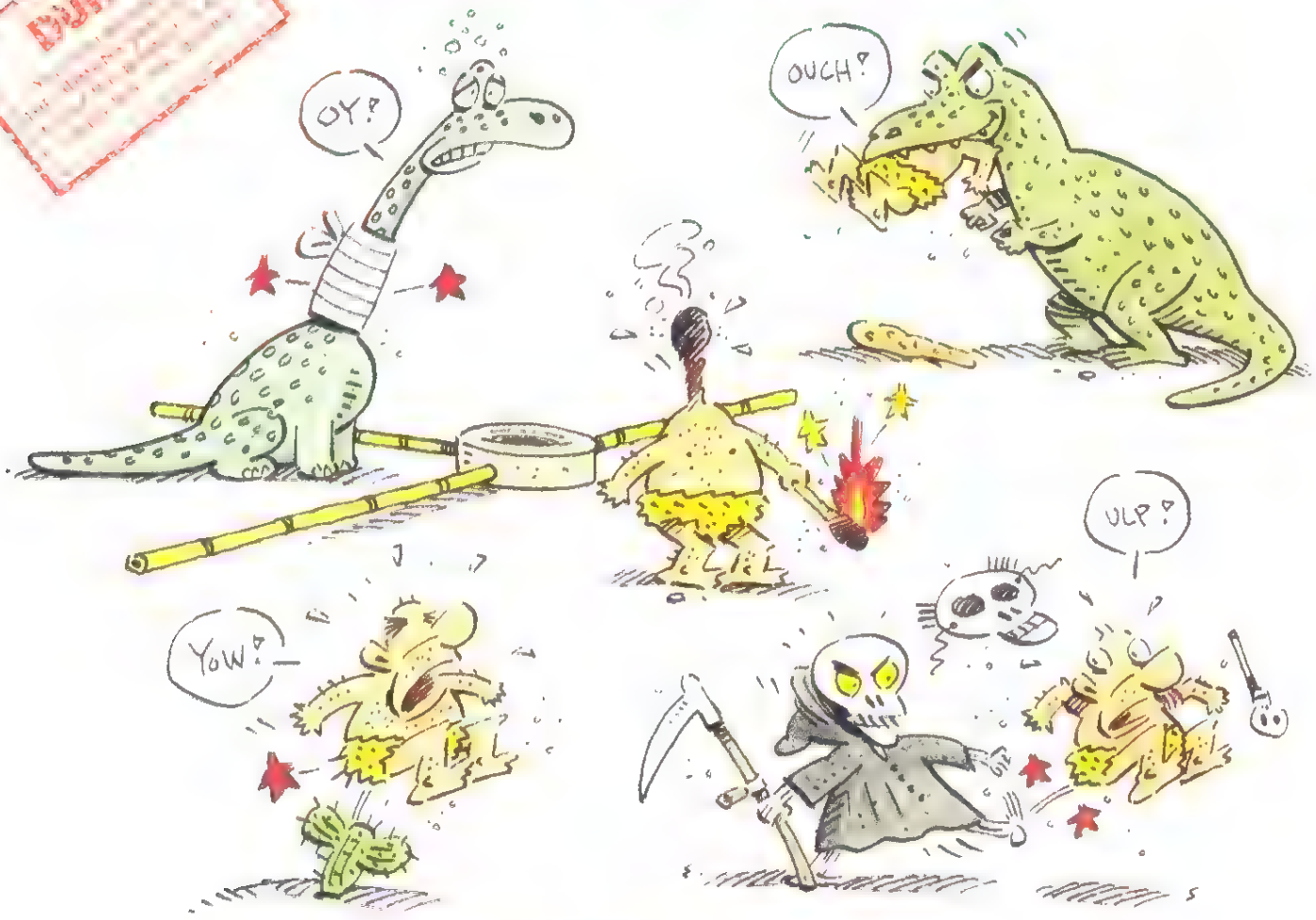


TECH SPECS	
Developer:	Impressions
Formats:	PC / compatibles
Graphics:	VGA
Sound:	Most major sound boards
Theme:	Strategy
Available:	4th Quarter, '93
Retail Price:	N/A



the HUMANS™

Insult to Injury



The Masochist Levels

If you could boil all of HUMAN history and philosophy down into one insipid phrase, it might very simply be "no pain, no gain." With this in mind we bring you INSULT TO INJURY, THE MASOCHIST LEVELS. Just when you were feeling self-satisfied for finishing THE HUMANS, along comes eighty, all-new painfully, challenging levels. Featuring all the great game-play, music, and animations that made the original HUMANS a best-selling PC game. In fact, we've gone out of our way not to change anything: mostly so that we can afford to give you so many more hours of HUMAN enjoyment at such a bargain price (cheap). Go ahead, buy it... you know you want it.

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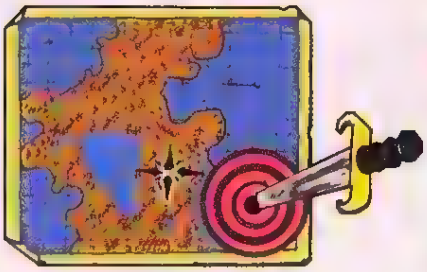


CGR STRATEGY

SYNDICATE

The world is currently in the grip of seven different syndicates, which is perfect for us. With them spending so much time worrying about each other, they won't have time to think about us until it's too late. There are fifty different locations on the globe to take over, one at a time. We'll start in Western Europe and end up at the Atlantic Accelerator.

After each mission, we'll get the chance to move on to another territory, sometimes more than one. The first five missions are planned out; Western Europe, Scandinavia, Central Europe, Eastern Europe and Urals. We'll take a look at these first.

Before that, though, there are a few general tips that will help you through the coming battles. After each mission, you should check the research screen. While there are weapons and mods still to develop, you should always be researching. With mods, research legs, chest and arms first. With weapons, the most useful ones are the uzi, the flamer, the mini-gun and the energy shield.

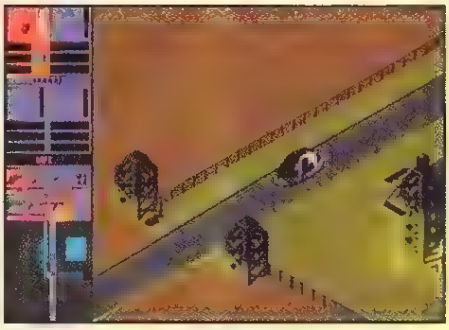
If you pick up a weapon in a mission that you haven't researched, the R&D staff will immediately receive a 25% jump on developing it. This saves you money and time.

In the early going, you will find pistols to be invaluable. While they are the weakest weapon available, they are also free to buy and reload. Use them until more powerful weapons are developed.

In personnel acquisition missions, keep the persuadertron active as much as possible. Persuading civilians allows you to persuade the police and guards. Eventually, you can persuade enemy agents to your side. In addution this dramatically increases your range with the persuadertron.

Western Europe

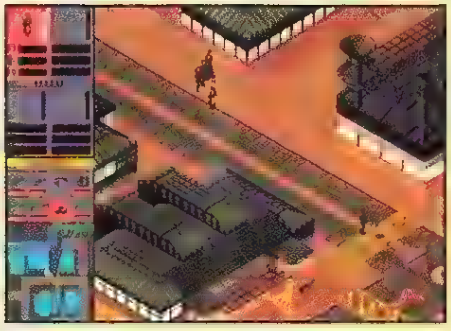
Your first mission is a cakewalk. The idea is to break into a compound and assassinate the leader. Take one agent armed with a couple of pistols, a scanner and a medikit. Before you get to the target, you'll need to get through three guards. One shot with a pistol for each will drop them. Two have shotguns; pick those up to sell when you get back. The target will also take only one shot. While this effectively ends the mission, follow the road by the target to the exit. The guard here carries an uzi. If you kill him, you can bring his weapon back to the R&D staff.



Pick up the uzi held by this guard and start researching it before the next mission.

Scandinavia

As with the Western Europe mission, Scandinavia requires only one agent. Bring along a persuadertron and a couple of pistols again. Your first target is located inside a building with three guards out front. Come at them from the north, since the southernmost wields an uzi. The guards should be no problem. Since the police will attack you if you are wielding a weapon, put your pistol away and bring up the persuadertron. Pick up your targets and any other civilian that comes into your range.



The more civilians you persuade, the larger your range with the persuadertron becomes.

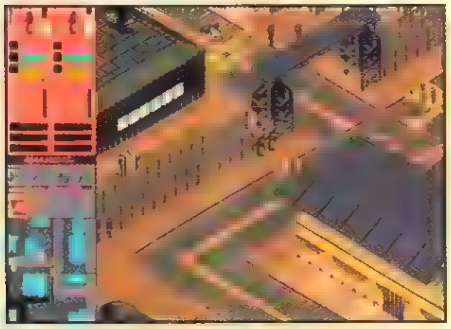
Central Europe

You'll need multiple agents for the first time in Central Europe. Bring two this time. If you have developed the uzi, give one to each agent. If not, bring several pistols and shotguns for each. There are four enemy syndicate agents, most of whom will be equipped with shotguns. Since uzis have a better range, you should make short work of them. Make sure you take care of the car you start the mission with, since without it, you won't be able to make it to your pick-up point. Never let enemy syndicate agents shoot at you when you are in a car. If they blow it up, you may lose the agents and you will be out your transportation.

Eastern Europe

Assassination missions are common. Here's your introduction to them. Fortunately, this one is pretty easy. Two agents should be able to

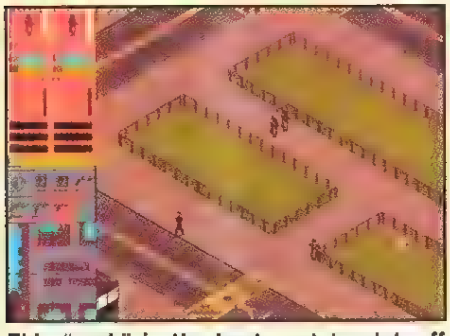
take care of it quickly. There are a couple of enemy agents to dispatch here, but they should also prove short work. When you get to the target, dispatch him quickly. Beware of the guards in the area.



The target will go down with one shot, but be careful of his bodyguards.

Urals

For this combat sweep, two or three agents armed with several uzis apiece will be enough to handle the enemy agents. Run down the ramp and to the middle of the park-like area just east of your entrance point. The enemy syndicate agents will come gunning for you. Use the IPA chemicals to boost your agents and let them do the work on the enemy. Once they are all killed, it's a quick run back to the pick-up point to get out of the mission.



This "park" is the best spot to pick off enemy agents in the Urals.

Now, of course, the missions get a bit harder. The other syndicates are painfully aware of our presence and will stiffen their resistance to us. While a few of the missions that lie ahead will be almost as easy as the five you have accomplished, some will be extremely hard. We'll take a closer look now at some of the missions you can expect to encounter down the road. With some, you will need special equipment or developments to complete them.

The Missions

Territory	Name and Type	Info // Enhance Cost
Alaska	Assault the Fortress	AT 400, 1200 // 700, 1800
Algeria	Rampage	CP 100, 200, 400 // 100, 400, 1800
Arabia	Information Studies	PA 100, 300 // 50, 100, 900
Argentina	Helping Hand	ES 100, 300, 500 // 400, 800, 1200
Atlantic Accelerator	The Big Black	CS 2000, 4000, 8000 // 1000, 3000, 10000
Brazil	Deep Strike	SA 100, 300, 700 // 100, 400, 800
California	Chem Corp Plant	PA 250, 500, 800 // 300, 800, 1200
Central Europe	Urban Assault	CS 100, 200, 300 // 200, 600
China	Purge	CS 600 // 300, 600, 900
Colorado	Convoy	AS 400, 1500 // 100, 400, 900
Columbia	Carry On Doctor	ES 200, 300 // 100, 400, 800
Eastern Europe	Raiders	AS 200, 400 // 100, 200, 400
Far East	1st Recon Squad	RE 250, 500 // 100, 250, 500
Greenland	Supply Line	PA 100, 300, 1000 // 400, 800, 1200
India	Ransom	AT 200, 800 // 100, 500, 2000, 4000
Indonesia	Stir Crazy	RR 500, 1200, 2000 // 100, 500, 1200
Iran	Grand Opening	AS 200, 400, 800 // 100, 200, 400, 800
Iraq	Business Initiative	AS 300, 600 // 100, 500, 1000, 2000
Kamchatka	Waterworks	AS 200, 250, 500, 700 // 700, 1200
Kazakhstan	Scum Patrol	CS 400, 800 // 100, 300, 1200
Kenya	Reds Run	ES 400, 800 // 100, 400, 1700
Lybia	The Payoff	AS 100, 300, 900 // 100, 500, 1200, 2500
Mauritania	Under Guard	PA 200, 400, 700 // 100, 400, 2500
Mexico	Deep Zone	ER 400, 1300, 1500 // 100, 500, 800
Mid West	The Families	AS 300, 1200 // 100, 400, 1500
Mongolia	Snatch and Grab	PA 200, 400, 800 // 300, 700, 1500
Mozambique	The Alleyway	EA 1000, 2000, 5000 // 1000, 2000
Newfoundland	Dragons Breath	CS 300, 1400 // 100, 400, 2500
New England	Anarchy	PA 100, 200, 300 // 200, 400, 800
New South Wales	I Shot the Sheriff	CS 200, 400 // 100, 400, 800
Nigeria	Body Snatchers	PA 500 // 300, 600, 900
Northern Territories	Twin Cities	AS 100, 800 // 400, 800
Northeast Territories	EX750 Capture	EA 500, 1000, 2000 // 100, 500, 1000, 2000
Northwest Territories	AWOL	PA 200, 400, 700 // 100, 400, 800
Pacific Rim	Walk on the Wild Side	CS 600 // 100, 400, 1800
Paraguay	Database	PA 100, 400 // 200, 700
Peru	The Runner	AS 100, 700, 1200 // 100, 300, 500, 1500
Rockies	Old Macdonald	RR 300, 600, 900, 1500 // 200, 600, 1200
Scandinavia	The Milk Run	PA 200, 600, 800 // 200, 400
Siberia	Spring Cleaning	CS 100, 500, 1200 // 100, 300, 1600
South Africa	Every Formation a Parade	AS 100, 300, 800 // 100, 400, 1000
Southern States	Sniper	AS 100, 500, 1200 // 600, 1300, 1800
Sudan	Vengeance	AS 300, 400, 800 // 100, 400, 800
Urals	Clean Sweep	CS 300, 800 // 100, 400, 800
Uruguay	Pick and Choose	SA 100, 400 // 200, 800, 1500
Venezuela	Behind the Wall	AS 400, 700, 1200, 1500 // 400, 800, 2000
Western Australia	XPPFG Capture	EA 400, 1200, 2000 // 500, 1000, 2000, 4000
Western Europe	Mercenary Camp	AS 100, 200, 400 // 100, 200, 400
Yukon	The Lady is a Tramp	PA 100, 400, 800 // 300, 600, 900
Zaire	The Policeman's Ball	PA 200, 400, 800 // 200, 400, 800

AS=Assassination // AT=Assault // CP=Combat Patrol // CS=Combat Sweep
EA=Equipment Acquisition // ER=Equipment Recovery // ES=Escort
PA=Personnel Acquisition // RE=Reconnaissance // RR=Raid and Rescue
SA=Sabotage

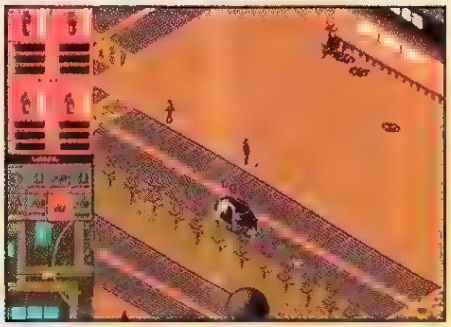
Northwest Territories

In this mission, you need to reacquire four agents who have gone haywire. Enemy syndicate forces make this job difficult, since firing into a crowd may cause you to kill off the very agents you want to repossess. This mission takes caution and planning.

First of all, make sure that at least one of your agents is equipped with a persuadertron. You will be able to tell which agents are those you need to capture, because they won't show

up as a red dot on your radar. Ignore them for now. Your first task should be to eliminate the enemy. Use the IPA drugs, since your agents will only fire at enemy agents and will be very accurate. There are about fifteen to get rid of.

The next thing you should do is locate an automobile. While this is dangerous when the enemy is present, after they are dealt with, it provides an excellent means for moving quickly and keeping all of the persuaded agents and civilians close to you. Round up the four agents by following the radar blips and head for the exit. If by chance you find that you haven't eliminated all of the enemy, leave the car and your captured agents behind for a minute, and deal with them quickly so the captured agents don't get caught in the line of fire.

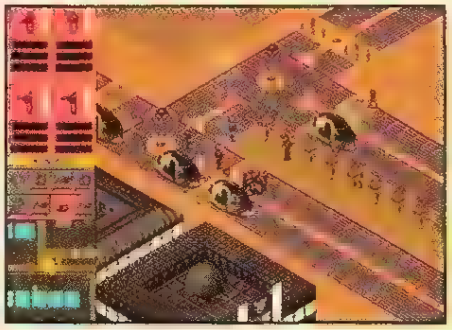


Use a car to keep your targets together and move quickly through the town.

California

In this personnel acquisition mission, you must persuade a prominent scientist to join your R&D staff. She is under heavy guard and several rival syndicates have expressed an interest in garnering her important services.

As with the Northwest Territories mission, strive to eliminate the enemy forces first. This shouldn't be much of a problem, as they will come gunning for you right off the bat. Next, move to the compound where your target is located. Take out the guards with long range weapons before moving in. At this point, just send in the agent with the persuadertron to capture her, since there is a good bet that additional syndicate forces will attack from north of the city. Fan the other three agents out to deal with them, using the IPA drugs to give them independence in choosing their targets. Keep the persuaded scientist well back in the compound to avoid accidental death. When the enemy has been eliminated, move your agents back to the pick-up point. A car is a real boon here, since the scientist will not move as fast as your agents.



The southwest corner of the map is where you will find your target in California.

Kenya

Escort missions are very difficult, since the target moves on his or her own accord. Here, the difficulty is increased because the enemy agents all carry time bombs which will explode after they are killed. The target cannot be persuaded, only protected.

The trick here is to keep moving down the street to the north of the building you begin the mission on. After you kill an agent, shoot the time bomb they drop to detonate it. This will prevent the bomb from going off when the target is in range of the explosion. The added benefit is that enemy agents caught in the blast will be killed, and any time bombs in the blast area will also go off. Be warned that the agents killed in an explosion will still drop their bombs. Also, if your agents do not have a chest implant, they will be killed by an explosion. Don't try this mission without at least V2 chests for all four agents.

Northern Territories

This section of Australia has a very corrupt police force. In fact, it's so corrupt that the townspeople want you to come in and eliminate them.

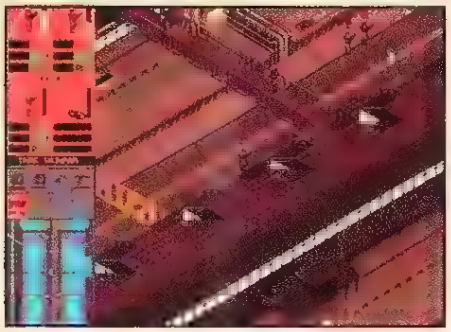
This is a fun mission, although it can be difficult. The police are relatively easy to drop, especially if you go charging in with mini-guns. There will be some syndicate forces to deal with, so keep a watch for them. Do not bring in a persuadertron; persuaded people cannot be killed by your troops, and all of the police need to be killed here. The other thing to remember is that there are policemen driving the two squad cars in town. Don't forget them or you'll never finish.

Mozambique

Here, your task is to retrieve a gauss gun and bring it back to the research staff. If you haven't bothered to develop it yet, this is very useful. If you have, it's a free $45,000 for your bank account.

The problem here is that the guards in the compound know you are coming and they are planted all they way along the entire alley that you need to traverse. The solution is to move quickly. This is a mission you should not attempt without some very heavy mods. A chest is recommended, arms (to carry miniguns) are helpful and V3 legs are almost a requirement.

Once you get to the building housing the gauss gun, run to the east side and go in the entrance. Move to the center of the building and north to the small compound. Drop the guards and take the gun. Your trip out should be much easier than the one in, since many of the guards will be killed.



Keep your forces moving quickly up the alley or you won't make it.

Eventually, you'll reach the Atlantic Accelerator mission. When you do, pack medikits, miniguns and energy shields. Plan very carefully and try to force your foes to come at you from one side.

-Steve Honeywell

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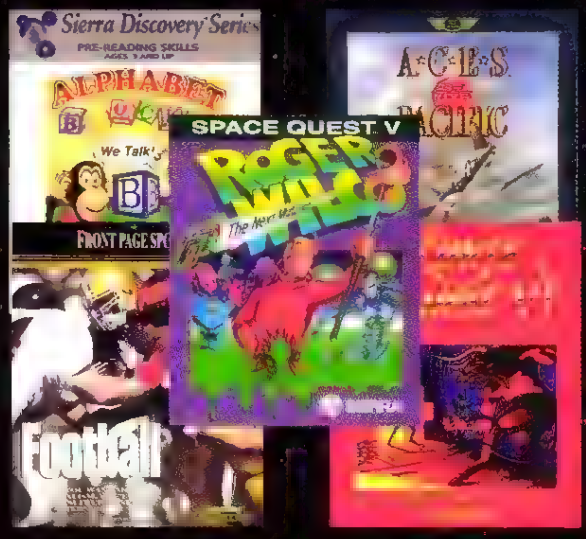

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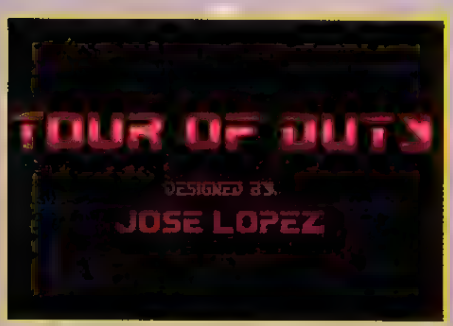
RULES OF ENGAGEMENT 2

by Infogrames

Experience tons of excitement when you play Rules of Engagement 2. This is a game where you *will* use your instruction book. If you are one of those people who does not like to read the book, then you will use it for reference!

This guide will assume you have done the first and second training missions. This is your first tour of duty, and if you have read the briefing, you will know that you should take the Valley Forge. Bring up these panels. In Quadrant 1, call up TACMAN. In Quadrant 2, call up the damage control screen. Quadrant 3 will be TACDEF. Raise your shields now. Lastly, in Quadrant 4 call up TACFIR. Lets take a closer look at Quadrant 4. This is definitely one of the main panels in the game. The first thing you want to do when you come into a combat situation is raise your shields. Then, choose A, B, C, then push the TYP button. A little menu will appear giving you the option to lock-on to a specific group. In this case, you want to choose the EN, for enemy. Now, push the LOK button and lock-on to the closest ship; make sure that you have selected A, B, then C. Put the closest ship in A, and so on.

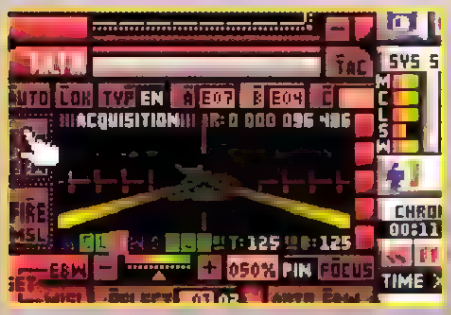


Next we will look at the damage display. To the right is a list for all the damage you can inflict on the opposing enemy. The blocked out box (left) is the Hull and the Bulk Matter Storage. Do not worry about these two items right now; they will come into play later. In this case though, we have been ordered to

Damage

- **M** ComSen — Communication/sensor package
- **C** Computer
- **L** Life Support
- **S** Shields
- **W** Weapons
- **D** Drive / propulsion
- **P** Primary Power System
- **E** Emergency Power

only disable the ships. This means that we have to knock out the enemy's propulsion unit, communications and weapons systems.

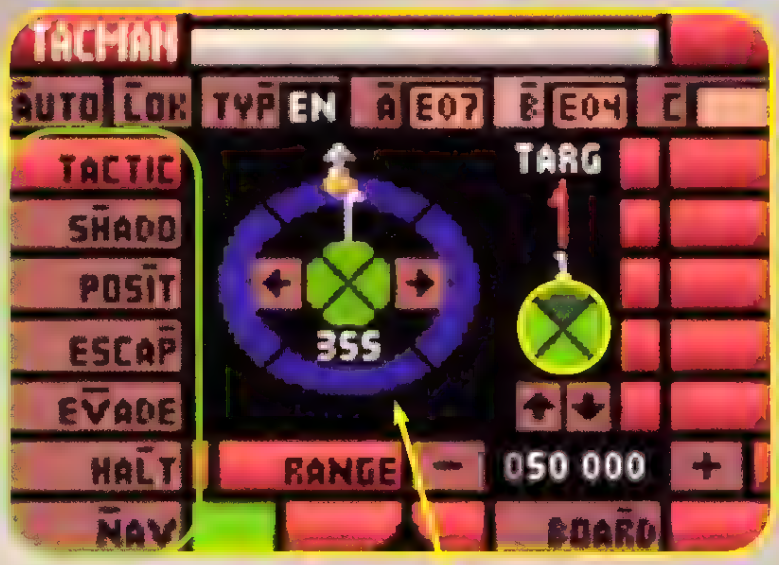


In the above picture, an enemy ship is rendered disabled by your EBW.

When you enter a battle, the very first thing to do is to set the focus of the EBW beam on your opponent's weapons system. This is very important! Even if there are a number of enemies firing at you, they can't hit you if they do not have weapons. I have two theories: (1) You can either set your weapons to 66 percent, which allows you fire more frequently (it takes a little longer to destroy the system you are targeting), or (2) you can keep your energy at 100 percent and blow his weapons away in about four shots. The disadvantage with #2 is that he can fire with more force more times, before you take him out.

The next system you have to look at is the missile panel. There are a wide variety of missiles to choose from. Take a look at the chart below. This chart will give you a general description of the missile in question. You may also note that the enemy missiles seem to do more damage than yours; that is the main reason you want to attack the weapons system first before anything else, as I stated before.

The next panel to look at is the TACMAN panel. The single most important item on this panel is the shield control, highlighted in yellow. This control rotates your shields around your ship. Every time you get hit, make sure that you rotate them, otherwise you will be dead in around



one to two minutes. At the very least, you will be in some serious trouble, as shown in the picture above. There are currently 9 functioning systems out of 21. This is because the shield rotation method was not used. Another item to use is the TACTIC buttons outlined in green. All of these buttons are useful, but three of them stand out. The first one is the SHADOW button. Using this in combination with directional pad, you can position your ship in back of the enemy. You can even specify the exact distance from the enemy ship you want to be.

The next button to focus on is the POSIT button. Using this combined with the directional pad will let you be in any position around the enemy ship. I have noticed that the enemy sometimes gets the advantage, and outmaneuvers you. Use this function after you disable the drive system. Keep in mind that the closer you are, the more damage you may take.

The most important button is a toss-up; it is either the EVADE or the ESCAPE button. If you use Evade, make sure that you are a little farther

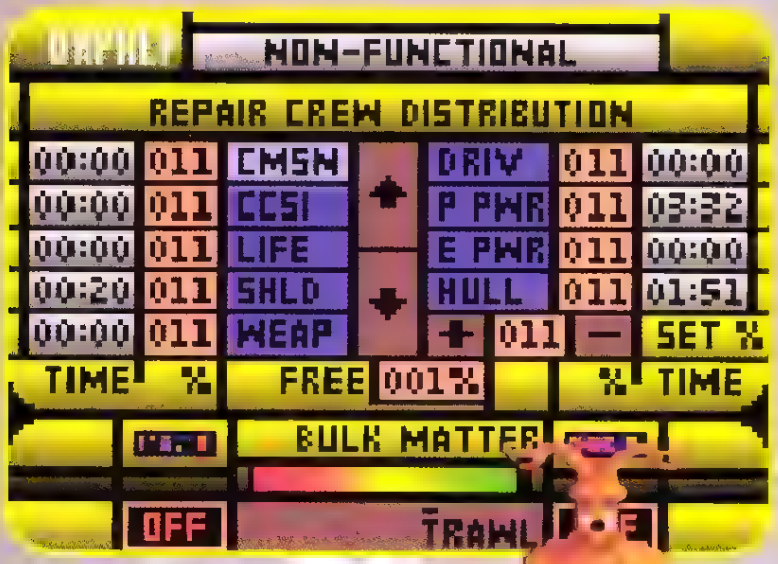
FWS Missile Specifications

#	Name	Accuracy	Range	Description
1	PN Pritchard SBR	78	8.00	Damages shields to 5Dp
2	Melbourne FU8	92	27.50	General damage
3	Giaperelli FU9	84	13.00	General damage
4	Franklin Lab FE	80	26.50	Anti-Personnel
5	Woden FE	86	9.50	Anti-Personnel
6	Thiodyne P/PD	71	13.00	Targets Drive System
7	Woden Nova	62	12.00	General damage
8	Lliya Nova	46	5.00	General damage
9	PN Pritchard Pellet	58	7.60	Damages shields to 30dp

Enemy Missile Types

1	Type 1	81	9.80	General damage
2	Type 2	69	19.20	Anti-Personnel
3	Type 3	72	25.30	Damages shields to 5dp
4	Type 4	87	29.50	General damage
5	Type 5	91	10.50	Anti-Personnel
6	Type 6	79	8.30	Targets weapon system
7	Type 7	75	15.20	Targets Drive system
8	Type 8	58	7.40	General damage
9	Type 9	67	56.50	General damage

away from the ship than normal. If you use the Escape button, make sure that you have a functioning drive system, or you will be slitting your throat.



The Repair panel is another vital control device that comes in to play many times throughout the simulation. The first thing you want to repair (at any time) are the shields. If the shields are functioning, you won't take as much damage until your shields are down. The systems are repaired by bulk matter. If you run out, it is better to get the heck out of a fight and run for an asteroid belt. When you reach an asteroid belt, you can trawl for bulk matter, which is indicated by a color bar. As soon as you enter the asteroid belt, come to a complete stop and trawl. It will help at this point if you increase the speed of the game. Remember that time passes that much faster, and if you are in a scenario that uses only so much time, be careful! Stay in the asteroid belt until you have completely repaired all of the systems you want. Also remember to resupply the bulk matter that you used, in case you need it later in the game.

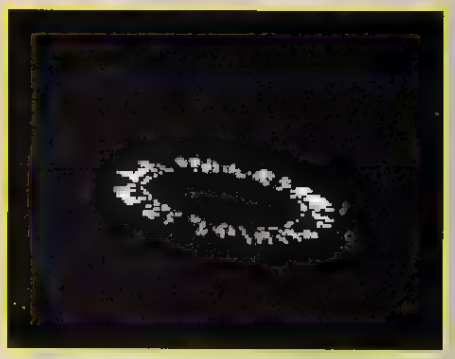
The last thing we will talk about are EMERGENCY SITUATIONS! There are five emergency panels to access. First is the EMRTRN - Emergency transportation. This panel allows you access to two systems: escape pods and rescue teleporters. If your ship has taken such damage that it is unable to defend itself, you may want to activate this button.

Your Emergency Communications panel is next. If your communications panel has been destroyed and you need assistance from another ship, you can request a tow, or assistance, which means if there are any FW ships available in your range, they will come and try to help you. Lastly, you can request Crew Evac. When this system is used, all FW ships will converge on your ship, and begin teleporting you and your crew to safety.

The next Emergency Panel is the EMRTHR - emergency thrusters. This panel can only be used when your ship's drive system is heavily damaged. This system will be slow, but you may make it to your destination!

There are two more panels we can talk about. One is the EMRPAN - emergency panel status report. This panel will show you exactly what systems are damaged. This panel may not look useful, but when you get into a situation where you are trying to access panels and none of them seem to work, this panel gives you the updated information.

The last panel is used only in an absolute last ditch effort to save the FW fleet from having a ship fall into enemy hands. If your ship sustains such damage that it cannot move or complete its mission, or if it is about to be either destroyed or boarded by enemy forces, you can take yourself out! This operation is relatively simple: to activate the self-destruct mode, push the four panel buttons and push the final button. The countdown will start and when it reaches five, you will not be able to reverse the process. ***-Rick Zalud***



Enemy Weapons Systems

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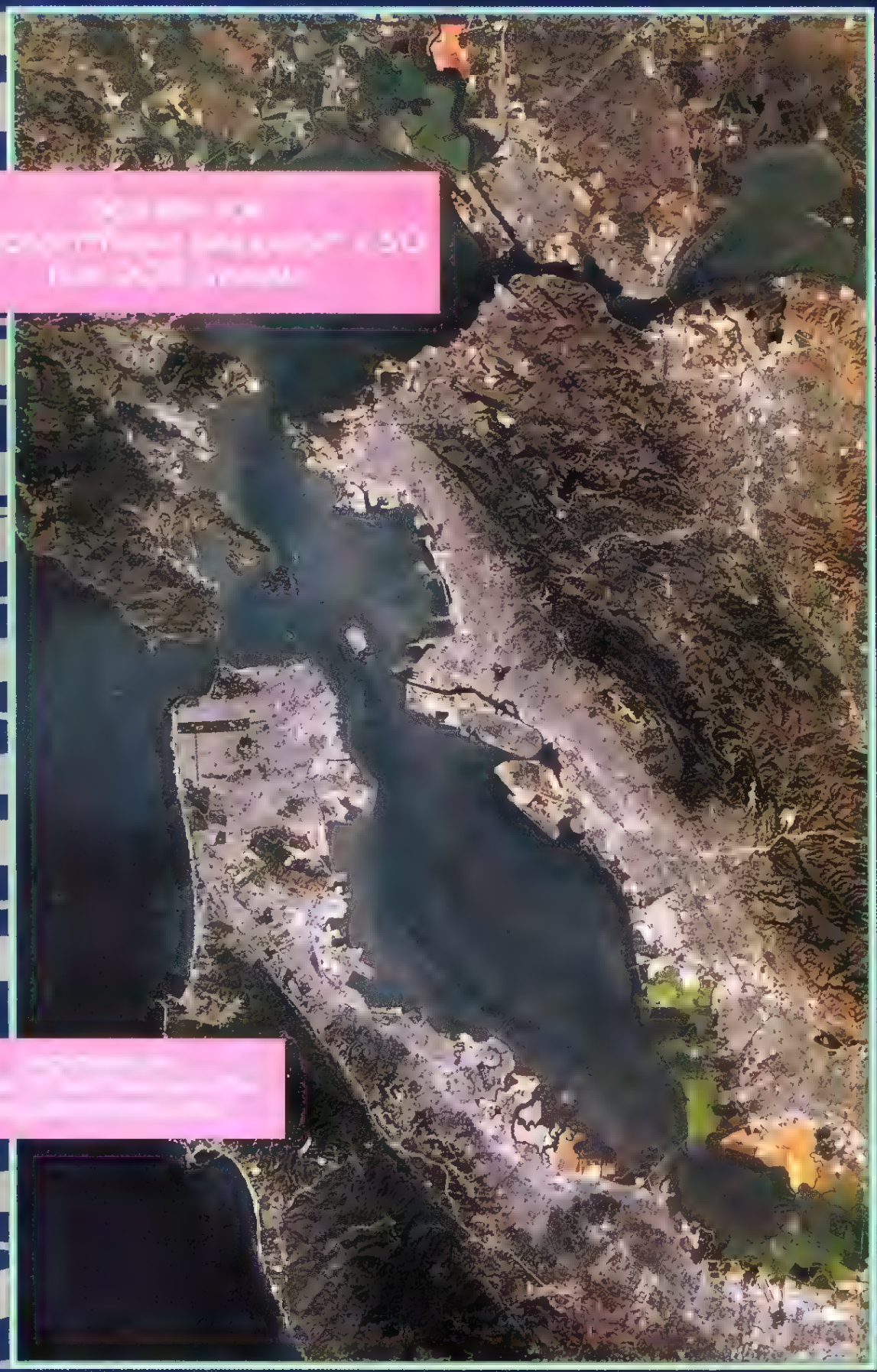
3	25	12	52	9	S	4	3	1	2	0	0	0	0	0	1	14
4	35	12	57	9	C	4	3	1	2	0	0	1	0	6	6	14
5	50	22	69	12	CH	6	6	2	4	2	0	0	2	0	0	0
6	55	21	65	15	DR	6	8	2	4	2	0	0	0	0	5	0
7	75	37	79	19	DHR	10	13	8	9	3	2	2	1	8	9	20
8	85	45	84	17	DHR	15	19	12	10	7	5	3	2	12	9	24
9	110	15	96	9	S	0	0	0	0	0	0	0	0	0	18	30
	140	23	97	27	HR	18	19	18	14	12	7	4	7	12	20	16

SAMURAI



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CGR STRATEGY

Maniac Mansion

by LucasArts

It was thought that the horror of Maniac Mansion was over with the defeat of the Evil Purple Meteor, but as is often the case, such sites where malevolent forces gather frequently exhibit tendencies to be trouble spots in later years. In other words, it wasn't over, not by a long shot! This time, the ominous (albeit somewhat silly) threat to mankind came in the form of a looming appendage–a tentacle to be exact. The purple and green tentacles had originally been the results of genetic experimentation by the mad Dr. Fred Edison, the current owner of the Mansion. At first, these mutants were relatively harmless, mostly due to their stupidity, but on one fateful day, this all changed.

Upon slurping a suckerfull of slimy toxic sewage which was being pumped into the river from Dr. Fred's lab, the Purple Tentacle was transformed into an insidious genius bent on world domination (complete with stubby little arms). Just as he was prepared to vent his wrath on the human race, both he and his timid companion were captured by their creator who intended to do them grievous bodily harm.

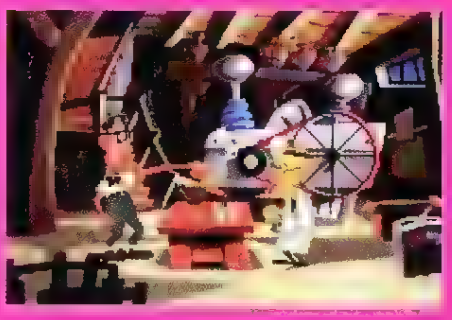
This is where our heroes (and never was a term so loosely used) came in. Upon receiving a hamstergram from the imprisoned Green Tentacle, the tampering trio rushed to the rescue and performed what was possibly the single most foolish act of their lives (although maybe not); they freed the tentacles. This done, the only remaining way to stop Purple's mad plan was to go back to the future in Dr. Fred's Chron-O-Johns and stop the mutation from ever taking place.

With the collapse of the faux diamond powering the time device, the three companions were flung to the far reaches of the time continuum. Two centuries in the past, Hoagie found himself confronting the forefathers of the United States. In a time where the only rock and roll took place during an avalanche, he felt very lost and alone. Meanwhile, Laverne, the borderline psychotic pre-med student, found herself hanging from her drawers from a tree in a future time where the mad plot of Purple Tentacle had allowed him and his brethren to conquer the world. Bernard, on the other hand, ended up right back where he started. Together with the ability to communicate and pass items back and forth through the Chron-O-Johns, they would have to find a way to reunite and solve the main problem: the Purple Tentacle.

The first problem that you are faced with is freeing Laverne from the tree. Until you do this, she will not be available to help your efforts. Fortunately, this is easy to accomplish. After Hoagie gets the super battery plans, send him up to the attic of the Inn. You will find a can of red paint–use this to change the appearance of the kumquat tree near the outhouses. Hey, now it looks something like a cherry tree, doesn't it? With a little effort, you can probably get good 'ol George to repeat the feat that he is well know for. With one "thwack" of his mighty axe, the tree will be felled, removing it from the future as well.

Next, you have to make the preparations to return Hoagie and Laverne to the present. This requires three steps: both Chron-O-Johns need to be charged, and a replacement must be found for the diamond. The diamond is more important, so let's start with that.

By watching the television in one of the rooms upstairs, Bernard will discover just what he needs on sale on one of the shopping networks. However, Bernard just does not have two million dollars on him. Down in Dr. Fred's office, there is a bankbook for a Swiss bank account which is currently empty. In the hidden safe in the same room lies a contract which could put the necessary cash in the account. Before you can buy the gem, you will have to find a way to remove the contract from the safe and then get it signed. It turns out that the good doctor has a problem with sleepwalking and is using coffee to stay awake. A little



refill with decaf from the kitchen will send him into a bout of somnambulism that has to be seen to be believed. The room that Green Tentacle is staying in has a VCR tape in it; you will need this. Next, Bernard should visit Nurse Edna, who is busy in her little spy center. As long as she is in the room, you will be unable to accomplish anything, so give her a shove. Didn't work did it? It will, as soon as you have Hoagie replace the hammer of the statue-

carving Edison brother with the left-handed one from their father's laboratory. This will cause the needed changes in the statue so that you can heave Edna down the stairs for a much needed break. Now, you can use the tape to record Fred as he does some unconscious safe-cracking. Playing the tape back at slow speed will allow you to see what the combination is.

Now you have the contract, but Fred has been snatched by the Feds. Have Hoagie flush Bernard the red paint and head up to the roof via the chimney. Using the rope that is securing Dr. Fred to the bed, you

can replace him with the bandage-wrapped Ted on the front lawn. To fool the Fed, paint Ted red when you switch him with Fred on the bed. (Anyone else think this is starting to sound like Dr. Seuss?) Once you have him back in his lab, he can be restored to consciousness by pouring some of the regular coffee down his throat through the funnel that you can find in the laundry room. When you finally get him up and around, you can talk him into signing the contract with a little trickery.

There is now only one remaining problem–the contract is outdated. You will have to flush it to Hoagie with the appropriate postage. This is more easily said then done. One of the items that you need is the vanishing ink pen from the room that Dwayne, the depressed novelty salesman, is currently in. To get him to unlock the door, you have to give him the notice from the colonial mailbox. This will get you into the room so that you can get the pen and the trick gun. As it turns out, Weird Ed has just the thing you need in his stamp album. While squirting his beloved collection may seem life threatening, it is also the only way to get the stamp you need. Afterward, you can return the album to him miraculously free of stains.

Once the letter has been signed, sealed and delivered, Dr. Fred will receive a call informing him of a sizable increase in his bank account. You can now use the phone to order the diamond using Fred's bank book.

Meanwhile, Laverne has been locked up in the human kennel by the tentacles. Sharing her cell are the disgruntled descendants of the Edison clan. While she can gain a small measurement of freedom by feigning illness or the need to relieve herself, she requires a disguise in order to be able to truly move about freely. From the tentacle doctor's office, she can get a chart of tentacle anatomy to flush to Hoagie. All he has to do is place it on the table in Betsy Ross' room and she will think it is a new flag design. Once Bernard flushes the crank from the roof to her, Laverne will be able to lower the disguise to where she can reach it and put it on.

Since the charging of Hoagie's Chron-O-John is a little bit easier to accomplish, you might want to get him ready to return through the plumbing of time first. Essentially, what he needs is the three ingredients for the super battery, namely oil, vinegar and gold. The oil can be located easily enough in the kitchen. The other two items are a bit more complicated. In Ben Franklin's room upstairs, you will find a bottle of wine. Given enough time, wine can turn into vinegar. Give it to Thomas Jefferson and he will use it in his time capsule which can be retrieved by Laverne. (Be sure to give the can opener to her.) One flush later, and Hoagie will be missing only one ingredient. The only gold that you will find is in the quill pen that they are using to write the constitution, and they are not likely to give that up. If you can get Thomas to fork over his log, you can use the fire to distract them while you snatch the pen. The only way to accomplish

this is to make Thomas and Hancock think that their beloved George is cold. Bernard will have to flush him a number of things for him to be able to do this. From the convention hall, he will require the chattering teeth, an exploding cigar and the cigar lighter. If you open up the grate in the floor, you can chase the teeth

into it so that you can pick them up. To get the lighter and cigar, all you need to do is replace the lighter with the trick gun from upstairs in Dwayne's room. Now, Hoagie can offer Washington a smoke, and when the cigar explodes (sending his dentures flying) the chattering teeth will make a reasonable replacement. When Jefferson sees George's teeth chattering, he will finally agree to start a fire. This leaves the overweight roadie the opportunity he needs to borrow Hancock's blanket and sneak up to the roof where he can use it to cover the chimney. When the room begins to fill with smoke, the three historical dudes will evacuate mondo quickly, leaving the quill unguarded. Now, Hoagie can have Dr. Red Edison build the battery for him.

All that remains before he can return to the present is to charge the battery. Ben Franklin and his lightning experiments could be just the thing. Step one is to summon a storm. How? The same way you would today, by washing your car. (Or in this case, your carriage) You will find the brush and bucket in the wash room. Remember to fill the pail with water at the pump. Soap is also an important ingredient. You can steal a bar from the maid's cart if you go up to George's room, mess up his bed and then call her with the pullcord. Once you have called up a storm, Ben will retreat to the safety of the inn. He needs a more sturdy material to fashion his kite out of to fly it in the storm. If you get Bernard to send back the "Help Wanted" sign from the front of the Edison house, you can get the lab coat from Red, which will serve the purpose nicely. When all of the preparations have been made, be sure to put the battery in the kite before you let it go so that it will be fully charged.

With Hoagie ready and the diamond in place, all that remains to do is to return the lovely (yeah, right) Laverne to her proper time (if there is such a period). With the tentacle costume on, she will be able to move about without restriction, with one exception. A tentacle has been posted outside of the entrance to the secret lab and he is too dedicated to be a pushover for a set of nice suckers. Of course, this is precisely where Laverne has to go. The only event that will get him to leave his post is the escape of some of the humans. There are several steps to making this to happen. None of the humans waiting for the contest are going anywhere, and the Edisons are closely guarded in the kennel. To get rid of the guard, you have to give him the prize you get from winning the human contest. Unfortunately, the only human you will be able to enter is the mummified Ted who can only be moved using the roller skates from the Seventies Exhibit. You can register your stiff competition easily enough by getting a human tag from the registration desk. To win however, you have to eliminate pretty boy Harold, and beat the others in all three categories (Best Hair, Best Smile and Best Laugh). With Laverne's scalpel, Bernard will be able to get the laugh box from Oozo the clown. Using the stereo in Green Tentacle's room and pushing over one of the speakers will get him the fake barf from the ceiling of the Lobby. Use the barf to make it look like Harold is sick, and he will be removed from the contest. Hoagie can provide the teeth and hair in the form of the spaghetti from the kitchen and the horse's dentures after he has been put to sleep by choice excerpts from Bernard's textbook. Laverne will also need the fork from the kitchen in the present to style her entrant's pasta hairdo. Once the judges have finished evaluating the contestants (with a little nudging) Laverne will win the trophy and a gift certificate.

When the kennel guard is out of the way, she can free the Edisons. However, they still need a little bit of motivation to leave. This can be provided by introducing a new element to their environment, say a SKUNK, perhaps. There is not one readily available, but liberal usage of Boo-boo-b-Gone on the fence could serve to alter the appearance of the cat. (Poof... instant Le Pew.) The mouse toy from the colonial attic will allow her to entice the kitty off the roof. (Hoagie may have to switch the location of Ned and Jed's beds to grab the mouse.) Stampede the Edisons, and you will have free access to the basement. Laverne can use the extension cord from upstairs to plug in the Chron-O-John, but you still need a hamster to run the generator.

So how do you get the hamster from the present into the future when living matter cannot go through the temporal drain? Simple, use the technique of cryogenics. In other words, freeze the little sucker in the ice box and thaw him out in the future microwave. He is still not likely to be real cooperative until he is dry, so you will have to get him the sweater from the present. Bernard has to get the crowbar from the gentleman trying to break into the car up front. He will gladly trade for the ring of keys from the Honeymoon suite door. With his new toy, our nerdy hero can get the gummy dime from the lobby floor and the quarters from the candy machine. (Be sure to get the dime from the pay phone, too.) The dimes are used to get the sweater from the Honeymoon suite (via the magic fingers). The quarters are needed to shrink it to hamster size in the dryer in the laundry room where it can be retrieved in the future. Now, Laverne and Hoagie are ready to come home for the showdown with Purple Tentacle.

-Alex Rees

SHADOWMAN
THE NIGHT IS ON HIS SIDE...
EVERY MONTH FROM VALIANT
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CD-ROM SHOWCASE

Jazz: A Multimedia History

by Compton's New Media
For PC CD-ROM with Windows

Compton's series of multimedia, database-oriented products is among the most interesting and well-presented in the field. Jazz: A Multimedia History is one of the latest arrivals, and while there are bound to be unhappy jazz fanatics who will want much more than this CD offers, for the average music fan it's a genuine treat and a first-rate initiation into a fascinating musical form.

The program employs a Windows-driven interface which is based around four areas: Text, Pictures, Music and Information. Each of these categories then breaks up into sub-menus, offering solo performances, textual data, photographs, and even film footage of the legends of jazz actually performing some of their best-known work.

The Picture and Music sections can be sorted on the basis of the artist's name, the song title, the date, or via the standard manuscript order. The Picture category further breaks down into photos and video clips and, though they appear in rather small windows, the videos are the real treasure here—including the only existing footage of Charlie "Bird" Parker making music. These video selections are magical, transporting the user through time to view rarely seen film of musicians who became legends.

The solo selections are probably the least enjoyable of the categories offered—at least to the ears of a non-buff. The old recordings produce more snap, crackle and pop than a breakfast cereal, and the isolated instruments produce a strange, almost unmusical sound outside the context of the songs in which they lived.

The text and Informational entries include interviews, reviews from the time period (these are especially interesting), and insights into jazz appreciation. In fact, this program seems to be oriented less toward jazz fanatics and more in the direction of interested students.

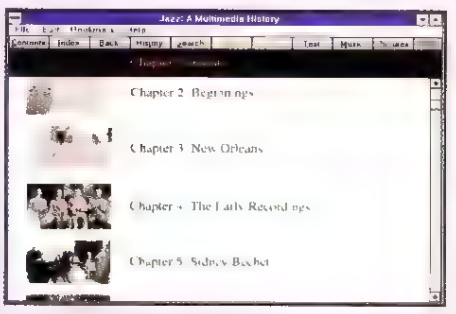
From that perspective, Jazz: A Multimedia History does a very solid job of painlessly walking the user through the early days of ragtime, bebop and swing all the way up to contemporary soul sounds and fusion jazz. Afficionados may find some of this material overly simplistic and lacking in the areas of "shop talk" and argot.

Still, where else can one read about the history of jazz, listen to the masters and even watch them perform, from Duke Ellington, Louis "Satchmo" Armstrong, Billie Holiday, Ornette Coleman, and Miles Davis to Al Jarreau, James Brown, and Weather Report? Ever hear James Brown do "Potato Head Blues"?

Or Armstrong's solo on "Mandy Make Up Your Mind"? In summary, this is a solid product, if not the last word on the subject.

Encompassing the years 1923 to 1991, Jazz: A Multimedia History is an impressive, if somewhat limited, retrospective on one of the original American art forms.

-Bill Kunkel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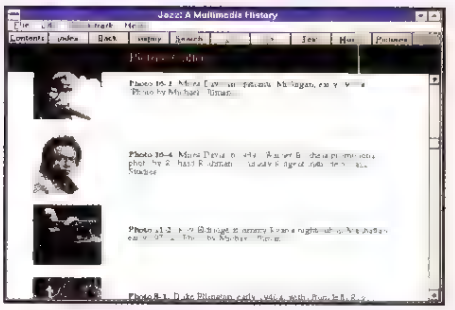

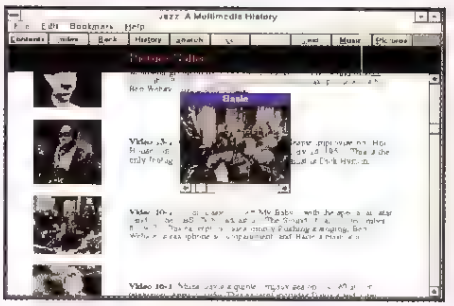

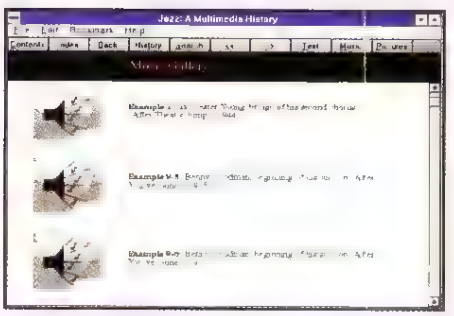

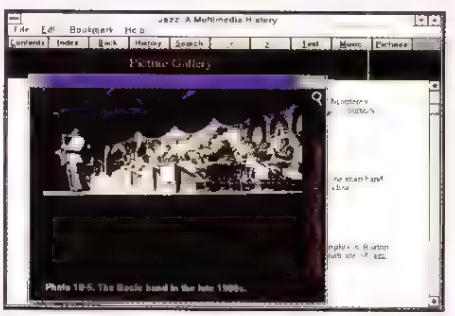

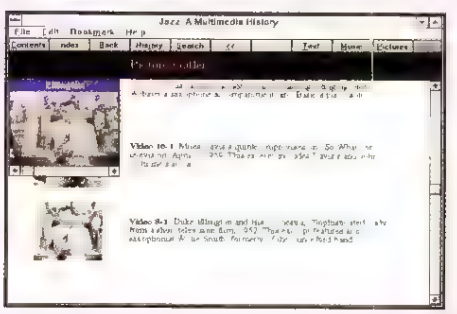

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HCGJ7

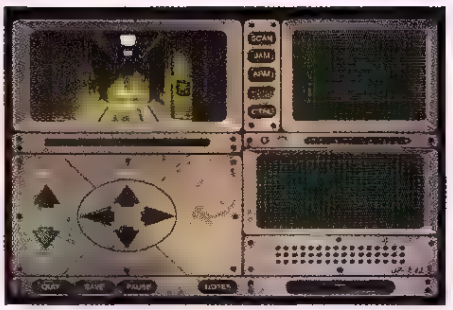
Iron Helix

Spectrum Holobyte
Macintosh CD-ROM

A cold war of the far future provides the setting for Drew Pictures' science fiction adventure game. The player, as the savior of galactic peace, guides a series of three probes to stop a runaway ship before it wipes out a defenseless planet.

Someone has actually thought about the plot for a change! There are some very clever twists, all too rare in games of this type. A ship participating in Earth's space war training exercise, the *Jeremiah Obrian,* suddenly breaks out of formation and heads for Calliope. As explained in an excellent FMV cinematic sequence, the *Obrian*'s captain and crew can't stop or divert the ship. What's worse, a secret biological weapon on board has contaminated the crew and will shortly kill them all by rendering each person incapable of basic metabolic functions.

It's too late to save the men and women on the *Obrian,* but there's still time to stop the destruction of Calliope and the war such aggression would surely unleash on the cosmos. The player-controlled probe enters the *Obrian* and must be controlled through a four-phase mission.



The goals are:

1. Find three DNA keys. Only by locating and acquiring the DNA of a trio of high-ranking officers can the player gain access to all rooms and corridors of the *Obrian.*

2. Accumulate computer bypass codes. These provide ways for the player to stop the ship's headlong rush to smite Calliope. They are scattered through the ship in the form of video messages left behind by desperate crew members.

3. Eliminate the robot Defender. The defensive system of the *Obrian* is fully activated. It tries to destroy any intruder, including the probe!

4. Execute the plan. The player has five minutes to use the codes to stop the *Obrian* before it releases a new Defender. Failure to finish in the allotted time forces the player to return to the third stage.

The main display screen is jammed with information and controls. There are three view screens. The one in the upper left corner shows a large, first-person view of the probe's current location. The surroundings are shown in very tightly rendered realistic graphics.

The right corner screen shows a top-down view of the probe's current location. It's handy for deciding movement direction.

The third screen toggles among three views. They are your position on the ship, the Defender's location, and a three-dimensional view of the entire interior of the craft.

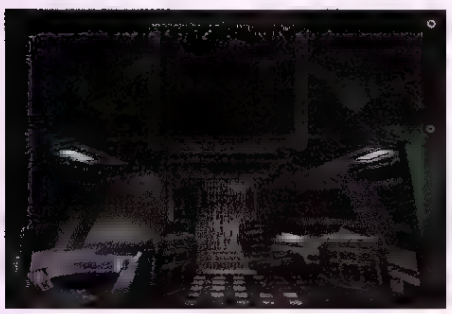
Movement is accomplished with the huge compass in the lower left corner. Clicking on a compass point moves the probe in that direction. The tab key switches to a vector-oriented control system which lets the probe advance as far as possible in the chosen direction.

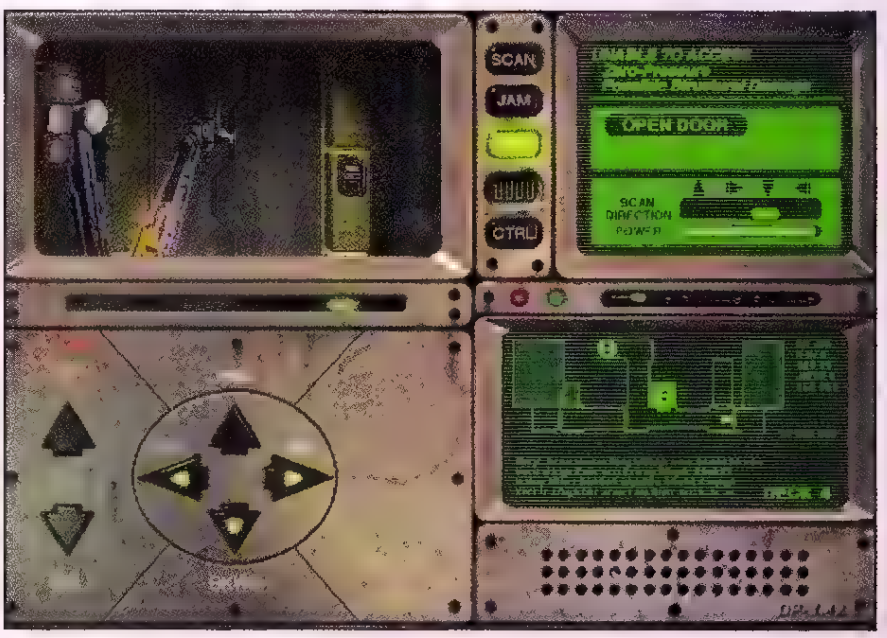
Other activities are ordered by clicking on the vertical button panel that divides the first-person view from the overhead displays. The probe can scan for DNA, interface with computers using a robot arm, or jam the Defender's sensors to avoid an attack. When specific actions like opening doors or operating elevators are possible, choices appear in the right corner display, replacing the standard view.

Sound and graphics are excellent. The sound effects are especially effective. They create a sense of reality and a feeling that objects have weight.

Iron Helix may be today's best game for the Macintosh CD-ROM.

— Arnie Katz





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CD-ROM SHOWCASE

Eye of the Beholder III: Assault on Myth Drannor

by SSI
For PC CD-ROM

They have all come and gone in their time; the role-playing heavyweights of the Wizardry school. Unlike such series as Ultima and King's Quest, which seem to go on forever, first-person dungeon crawls have traditionally enjoyed a mere trilogy or so of fame before yielding to the next alpha-RPG.

Once gamers decided that the Wizardry series had fallen too far from state-of-the-art, for example, a vacuum was created in the RPG world. And while it is true that nature abhors a vacuum, software publishers aren't exactly in love with them either. A number of worthy candidates soon stepped forward, ready to pull the metaphorical sword from the stone and prove their worthiness as Next Big Dungeon Crawl.

But when the smoke cleared, Interplay's Bard's Tale series won the day. In fact, Bard's Tale still enjoyed dominance over the genre when a brash Las Vegas development house, Westwood Associates (then an AD&D developer for SSI) took the RPG world by storm with Eye of the Beholder.

While the game didn't offer any remarkably dramatic breakthroughs in design or interface, its superior graphics and easy play stole the hearts of dungeon stalkers everywhere. Westwood followed up with the equally successful Eye of the Beholder II before moving on to work as an independent label with Virgin.

This left the task of finishing what was obviously intended as a trilogy in the publisher's lap, and the results are surprisingly impressive. SSI continues to demonstrate a serious interest in creating products that look as good as they play. The lead programmer and designer of the game engine, John Miles, has produced a solid, playable contest that holds no great revelations, but offers rich, textured visuals, impressive sound, and a friendly, if somewhat generic interface. The one significant addition to the icon-driven play system is the auto-attack option which allows members of the quest to fight independently. The game also offers improved A.I. and a neat utility which allows users to transport characters from Eye II (treasure, weapons, experience and all) into the new adventure.

Assault on Myth Drannor is set in the ruined city of the title and is part of the Forgotten Realms AD&D series. A party of four must venture into Myth Drannor in order to locate a special, mystical artifact from the undead monster lich Acwellan and his 35-member bestiary. In addition, there are friendly creatures who may choose to help the party, including the reptilian Saurials and cool looking were-tigers. There's a pronounced emphasis on escaping traps and solving puzzles, to which end a Clue Book is available for $14.95.

The CD version doesn't seem to offer any major enhancements to the floppy edition, but gamers with CD-ROM drives will, of course, find it much easier to install and run in this format. However, the CD version does require a hard drive.

So, as Eye of the Beholder reaches its epic climax, the dungeon crawl vacuum once again begins to form, with publishers rushing to fill it. Perhaps Interplay can win back the mantle with Stonekeep, its retina-thrashing, next generation RPG; or perhaps SSI's revitalized metabolism will produce the big breakthrough. Then again, the next alpha-RPG may come from some new, unexpected source. Such is the nature of new software.

But be assured; it will come. As surely as there are quests to take up and princesses to rescue... it *will* come.

-Bill Kunkel

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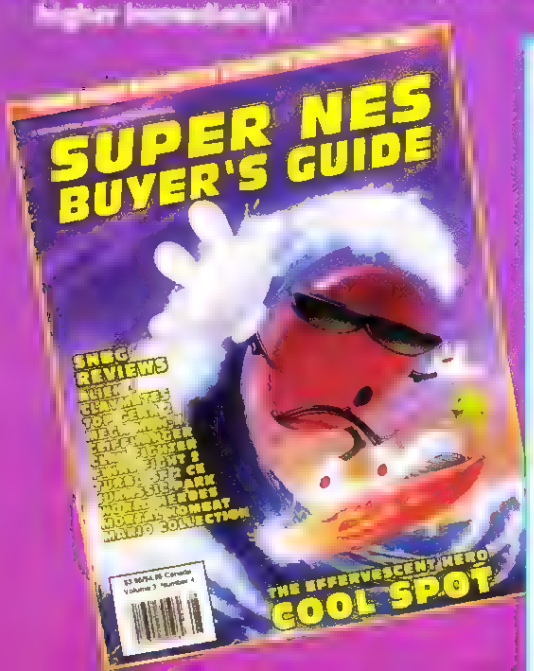

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CD-ROM SHOWCASE

Day of the Tentacle

by LucasArts
For PC CD-ROM

This is the game that asks the musical question: "What *possible* harm could one mutant tentacle do?"

Don't ask.

Day of the Tentacle, the delightfully creative sequel to LucasArts' highly successful Maniac Mansion, begins with an environmental mishap as green and purple tentacles left over from Dr. Fred's lab at the Edison madhouse encounter a stream of industrial waste. Purple tentacle thinks the stuff looks pretty good, but green isn't so sure. Alas, his warning comes too late and purple tentacle scarfs down a heavy duty slug of seepage and immediately begins to... change.

"It makes me feel GREAT!" he booms at his frightened green counterpart. "It makes me feel like I could... *take on the world!*"

Before this can occur, however, Dr. Fred Edison, head lunatic at the family mansion, recaptures both tentacles and prepares to destroy them. Before Dr. Fred can act, green tentacle gets a message to his buddy, Bernard, who, with his two young friends, returns to Maniac Mansion and rescues the tentacles.

Ah, but Dr. Fred isn't the problem this time—it's that megalomanical purple appendage the kids inadvertently let loose upon an unsuspecting world. Dr. Fred has a solution: send the three youngsters back in time to a point *before* purple tentacle slurped down the polluted pop and stop it from mutating in the first place!

Difficult though this may be to believe, Dr. Fred's time machine doesn't work exactly as planned. Instead, it sends the three young adventurers into different points in the time stream, from which the player-character must rescue his companions, repair the time machine, and save civilization from falling before the purple powerhouse, who can now do just about anything but applaud.

Players, however, will have no problem applauding the work of Monkey Island co-creators Tim Schafer and David Grossman. The graphics and animation are light years beyond the original Maniac Mansion, producing a seamless, post-modern presentation that looks like Chuck Jones working on *101 Dalmations*. Objects are bent at weird, exaggerated angles, there is extensive use of long shots with silhouettes, and every on-screen object—from the characters to the fonts used to produce the commands—seems to come from the same strange world; a slightly skewed version of our own.

The major innovation in this multimedia version of Day of the Tentacle is that it's a LucasArts "Talkie" with full speech, sound effects, and music throughout. The voice characterizations, overseen by Tamlynn Barra, are splendid, offering true feature film quality speech.

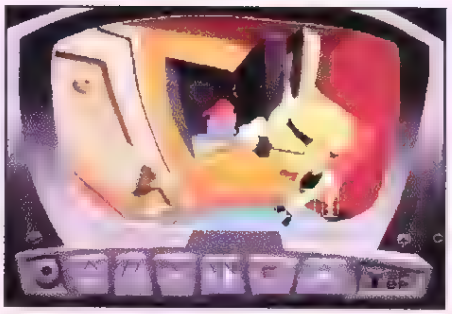
Finally, in one of the masterstrokes of modern game design, the entire original Maniac Mansion game is buried within this program (hint: look for the old C64).

The interface will be totally transparent to anyone who's played an icon and command-based adventure. Available commands include: Give, Pick Up, Use, Look At, Push, Close, Talk To, and Pull.

Day of the Tentacle is generally funny and frequently downright hilarious. It looks great, and it plays better than any previous LucasArts effort. This sequel to Maniac Mansion improves on the original and goes even further. So what are you standing around for? A purple tentacle could take over the world and shut down all the software outlets!

Get out there while you still can and lay a suction cup on one of the year's brightest moments in electronic gaming. Hail the Tentacle—long may he wave!

-Bill Kunkel



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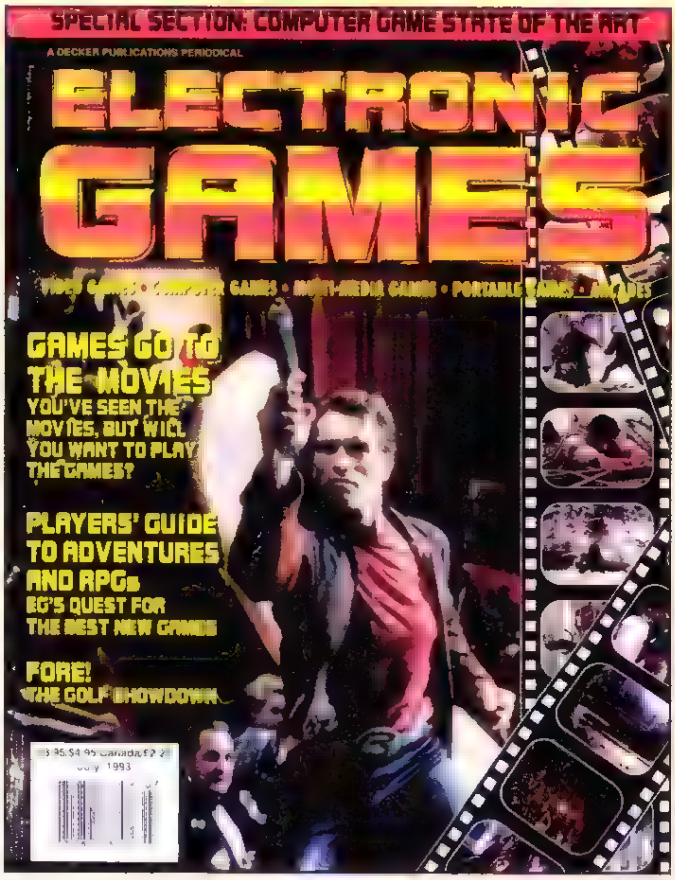
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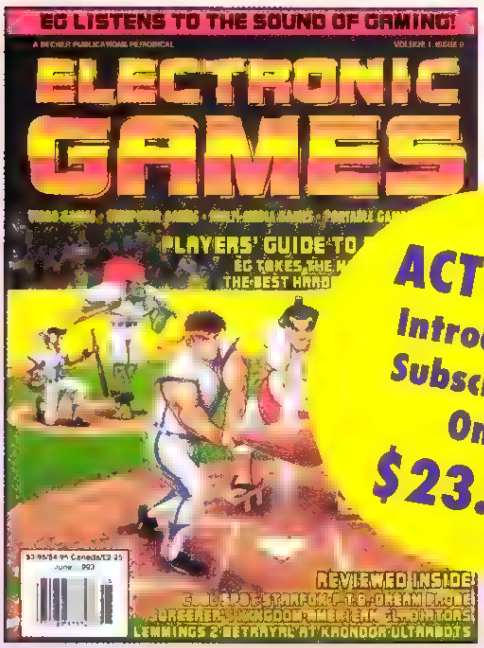

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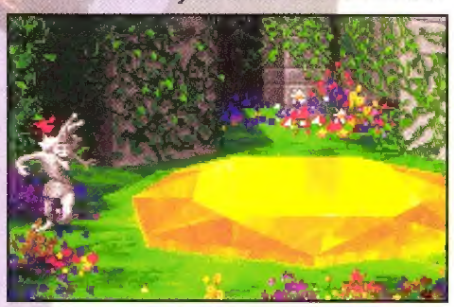
Once upon a time there was a...oops! This is the end. After Brandon made the potions that would get him the chalice, and transport him to the dreaded island, he arrived only to see his parent's grave. Brandon decides to pay his last respects by placing a flower on the grave. Upon placing the flower, an image of his mother appears and tells him to be careful and not to look for vengeance, but remember why he's here: to restore the land of Kyrandia to its former state.

Brandon heeds his mother's message and moves on down the path only to find himself in front of some mighty gates, but he is smart and uses his key he found in the maze. Brandon starts to walk by, when all of a sudden he looks up and sees flames shooting down on him. He quickly reaches for his amulet, making himself invisible so he can pass.

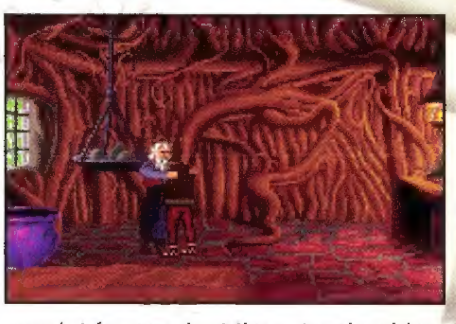
Brandon now finds himself in the castle with Malcolm himself! He also learns, to his horror, that his once good friend is now hunting him, and the people that tried to help him are also turned to stone. Brandon, now knowing the odds he is up against, turns his hatred for Malcolm into the energy he needs to defeat him. First, Brandon must find the scepter and the crown. While exploring the castle, Brandon finds a secret passage that takes him to a magical force field which he removes by using his magic. Brandon then finds a key under a stone.

He now races to the two locked doors. The key fits, but wait a minute–the door is still locked! Brandon finds the other key after playing around with some bells; he thinks he is ready to take on Malcolm. Brandon cautiously enters the chamber

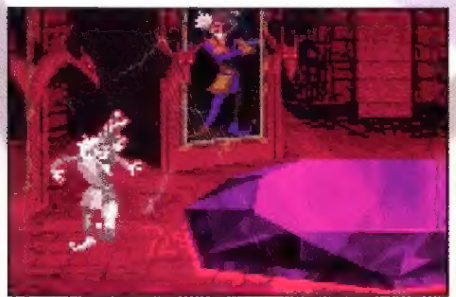


and sees three pillows. He places the crown and the scepter on the pillows. Knowing where to place the other objects, he does so and the door opens and Malcolm appears.

After a long exchange of words, Brandon gets fed up with Malcolm pushing him. Brandon warned him, but his anger takes over his body and he socks the daylights out of Malcolm and enters the chamber. As soon as he gets into the room, the door slams shut behind him! Brandon does not have much time to think, but just then his reflection catches his eye in the mirror. "That's it!" he exclaims. Brandon uses his



amulet for one last time, turning himself invisible. Brandon walks over to the mirror, Malcolm gets ready to fire his magical stone spell at him, and it suddenly backfires on him. The magic rushes right by Brandon, bounces off the mirror and strikes Malcolm, turning him to stone. The land of Kyrandia is now safe again!



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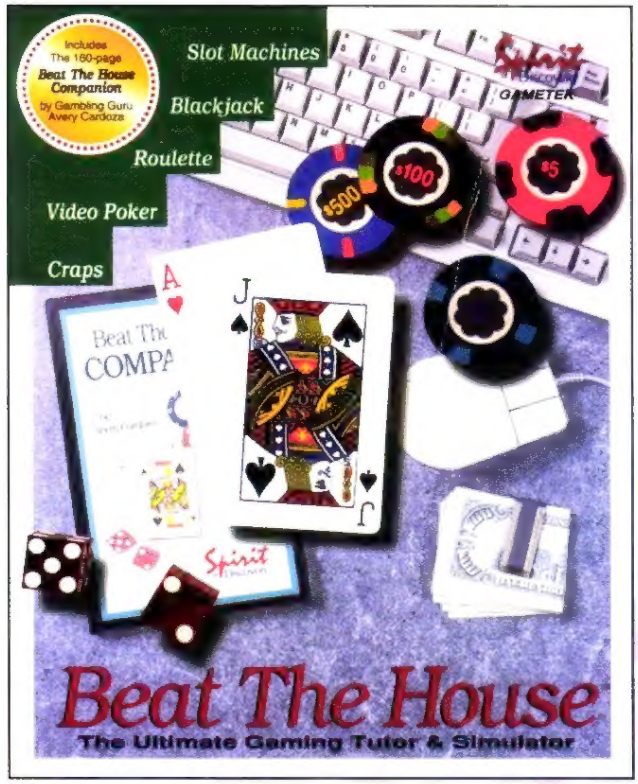

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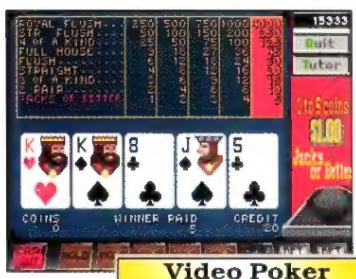

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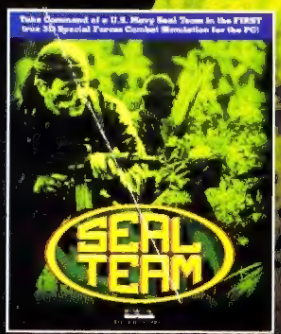

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